

Research UI&UX educational games for kids

Making fun and effective educational games for kids means designing them so they're easy to use, exciting to play, and actually help kids learn.

What Makes a Good Game?

Interactive Stuff

Kids love games they can mess with. Things like dragging stuff around, tapping to make things happen, or even using their voice to give commands are all great. Games that get harder or easier based on how well a kid is doing make them feel just right, not too boring, not too tough. Kids need to know if they're doing it right or not right away. A big "Good Job!" or "Oops, try again!" can help them learn better. Fun visuals like stars, progress bars, or even just smiley faces let kids see how they're doing at a glance.

Children love rewards, Points, badges, or unlocking new levels to keep them motivated. Little surprises, like new characters or secret games they can unlock, make them want to keep playing. Like the game "robbies speurhondspel", A fun and simple puzzle game that you got to play as a reward for finishing your tasks. each level increased in difficulty and introduced new mechanics and characters.

More examples:

<https://mambo.io/gamification-guide/gamification-examples>

Duolingo:

This app teaches languages and gives rewards like streaks and ranks. Kids feel proud when they keep up!

Scratch:

It's all about coding for kids. They earn rewards, and the lessons change based on how good they're getting.

Reader Rabbit:

Old-school but awesome for math and reading. It feels like playing a story where you're the hero.

Toetstrainer nederland - group 4

Super Simple Layout

The site doesn't try to confuse anyone. Kids (or even adults helping them) can quickly spot what to click. Each section is neatly organized by grade level, which makes finding the right games a breeze.

Hands-On Fun

The games are interactive! There's dragging, dropping, clicking, it's not just a "watch and learn" experience. Kids get to do stuff, which is a great way to learn.

Instant Feedback

Kids don't have to wait or guess if they got something right. The games give them immediate responses like "Good job!" or little nudges when they're wrong. This helps kids know exactly where they stand without making them feel bad.

Progress Feels Rewarding

Even though it's not flashy with big badges or points, just seeing progress or completing tasks gives a sense of accomplishment. It's simple but effective, kids like knowing they're moving forward.

Conclusion:

Educational games for kids should be fun, easy to use, and help kids learn at the same time. The best games let kids interact by dragging, tapping, or even speaking. They also adapt to how well kids are doing, making sure the games aren't too easy or too hard.

Kids need quick feedback like "Good job!" or "Try again!" to help them learn better. Rewards like points, badges, or unlocking new levels keep them excited and wanting to play more. Games like Duolingo, Scratch, and Reader Rabbit show how rewards and fun challenges make learning enjoyable.

The Toetstrainer Nederland website is great because it's simple, easy to navigate, and has hands-on, interactive games. It gives instant feedback and makes kids feel proud when they see their progress, even without flashy extras.

Good educational games are a mix of fun, learning, and rewards. They keep kids engaged and make learning something they enjoy, not just something they have to do.

Sources:

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