

Artificial Intelligence, Games, and Education Barbero, G.

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Propositions

Stellingen Behorende bij het proefschrift Artificial Intelligence, Games, and Education

- 1. Research in the field of video games for learning suffers from a lack of common vocabulary and design practices. (Ch. 2)
- 2. Many studies in game-based learning overlook the motivational effects of video games, despite their potential impact on learning outcomes. (Ch. 2)
- 3. Video games can serve as controlled environments to study how artificial intelligence affects educational processes. (Ch. 4)
- 4. Uncontrolled and unsupervised artificial intelligence has a negative impact on students' development of computational thinking skills. (Ch. 3, 4)
- 5. The impact of video games on students' performance is determined by the games' design.
- 6. The lack of design education in academic institutions limits the development of effective game-based learning approaches.
- 7. Using video games as an educational topic improves students' motivation in learning other subjects.
- 8. Gamification, often considered a lesser topic in game research, is a powerful tool for both ethical and unethical purposes.
- 9. Skilled university lecturers have a positive impact on the students' ability to develop original research.
- 10. Educational skills should be considered essential for anyone pursuing an academic career.

Giulio Barbero Leiden, 16th September 2025