

## ***Videogames as a Learning Tool: Measuring the efficacy of Game-Based Learning Interventions***

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### **Abstract**

Currently, the potential of video games in learning has been increasingly studied, documented and sustained. This study emerges from the need to systematize scientific evidence in this field, computing the effectiveness of the use of video games as a learning strategy in several contexts. To do so, a total of 68 papers were screened and analyzed, considering predefined criteria, resulting in a final sample of 14 experimental studies using randomized controlled trials. Considering a joint sample of 1685 subjects, it is possible to mention that game-based learning using videogames have shown larger effect-sizes than traditional approaches, namely expository, allowing larger and more effective learning outcomes.