

# **The effect of the Educaplay website equipped with artificial intelligence for educational digital games in enriching students' knowledge of postural health ,volleyball and their satisfaction with it.**

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## **Abstract:**

This study sought to ascertain the influence of employing Educaplay, an AI-enhanced digital educational gaming platform, on augmenting first-year physical education students' understanding of postural health concepts and volleyball proficiencies at Zagazig and Mansoura Universities, in addition to evaluating their contentment with this pedagogical intervention. Utilizing a descriptive methodology, the researchers employed an electronic questionnaire encompassing five principal axes that addressed various facets of posture and volleyball. A triadic Likert scale was implemented to gauge student perspectives. An online digital game, incorporating content previously delivered in lectures, was introduced at the conclusion of the first academic semester of ٢٠٢٣-٢٠٢٤. Following their engagement with the digital game, an electronic questionnaire was disseminated via WhatsApp, with ١٦٦ students participating in the survey. The study's findings demonstrated a marked improvement in students' comprehension, an increase in motivation, and a high degree of satisfaction with the utilization of Educaplay, with student approval ratings of the digital games' effectiveness in enhancing knowledge, practical application of skills, and overall contentment ranging from ٨٨% to ٩٨% across all axes. The study thereby advocates for the integration of digital games offered by Educaplay into curricula, accompanied by the provision of necessary training for educators and coaches, and the promotion of further research and development in this arena.