

[ijiet] Manuscript ID: IJiet-7978 - Review Request

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Fri 10/02/2023 14:08

To: DR. CHE KU NURAINI BINTI CHE KU MOHD <cknuraini@utem.edu.my>

Dear Che Ku Nuraini Che Ku Mohd:

We have received the following manuscript to be considered for publication in International Journal of Information and Education Technology (<http://www.ijiet.org/>) and kindly invite you to provide a review to evaluate its suitability for publication:

Manuscript ID: IJiet-7978

Title: An Analysis of the Accessibility of Digital Games for Children with Intellectual Disabilities (CWID)

Submission URL: <http://ojs.ejournal.net/index.php/ijiet/reviewer/submission?submissionId=7978&reviewId=31949&key=2qhCQ496>

The submission's abstract is inserted below. Please click on the link above to access the manuscript, and inform us whether or not you will be able to provide a review.

If you agree to review this manuscript, please log into the submission system and click "agree", and then you can access the manuscript and report form. In our effort to make our reviewing process as quick and efficient as possible, we would ask you to return your report within **THREE WEEKS**, but please let me know if you could review but would need longer than this.

If you are not able to review this manuscript, we kindly ask you to decline by clicking on the above link so that we can continue processing this submission. We would also appreciate any suggestions for alternative expert reviewers.

Our expert reviewers are crucial in helping maintain our high standards and we would like to thank you in advance for any help you can provide.

Thank you for considering this request.

Ms. Nancy Liu
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Title: "An Analysis of the Accessibility of Digital Games for Children with Intellectual Disabilities (CWID) "

Abstract:

In recent days, the Game Based Learning (GBL) strategy has gained a significant attention, due to its enormous benefits to the users. Also, it provides an efficient platform for the learners to improve their educational skills, practical skills, learning skills etc. Among other types of games, the digital gaming platforms are more suitable for the intellectual disabled students to improve their skills and understanding capability. In the existing works, the different types of research works are carried out in this domain, which are mainly focused on improving the skill set of students with intellectual disability.

The purpose of this work is to conduct a detailed study for analyzing the type of gadgets, and game elements required for the Children with Intellectual Disability (CWID). Also, it intends to explore the different types of available digital games associated to the instructional requirements. The present study is conducted with a closed ended questionnaire on a sample of 60 special educators, who handling the children having an intellectual disability. The quantitative result of this study suggests that the digital games can be accessed by the different types of gadgets with all gaming elements. Moreover, the four different types of digital games are available for CWID, which includes Drill & Practice, Interactive Storytelling, Simulation, and Role Playing. This study can be more helpful for the educators to improve the learning ability of children with intellectual disabilities.

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