

## Introduction

The purpose of this research study is to discover if the impact of tangential learning employed in the collectable card game Historical Conquest is effective in engaging children in history. Tangential learning is where a topic is brought up in or a key component of an activity that a person enjoys, encouraging them to learn about the topic to help enrich their experience of the activity they engage in. This educational tool is employed frequently in educational games to help encourage them to learn more about basic topics such as English, math, and critical thinking. Historical Conquest is a card game with historical figures or events as cards, and therefore encourages children to learn more about history to enrich their experience in this activity. To study this and find out if this tactic was employed in a successful manner, a survey will be designed and sent out to parents of children who play Historical Conquest that will ask questions designed to find out if the child has become more engaged in history.

## Aim

The aim of this research study is to use a survey to analyze data given by parents on how Historical Conquest has affected their child's interest in history, and to use this data to evaluate if Historical Conquest is effective at employing tangential learning to encourage kids to engage more with history. This will be useful in helping to understand tangential learning better and how best it can be employed.

## Method

A survey was designed for this research study that was made to find out if children who played Historical Conquest were more engaged in history after playing it for a while. The data collected was purely quantitative, designed to numerically gauge the child's interest in history as well as questions designed to filter out non-applicable data. The survey was employed by having a link to it posted on the Historical Conquest Facebook page and having people on Facebook take the survey, as well as asking people who were known to have children who played the game to take the survey. As a result of this sampling method, the sample type is a sample of convenience.

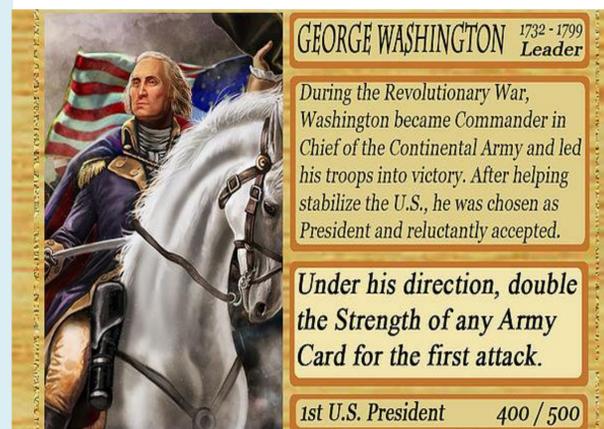
The questions asked in the survey were:

Has your child played Historical Conquest?

How often do they play Historical Conquest? (at least once a day) (once every few days) (once a week) (less than once a week)

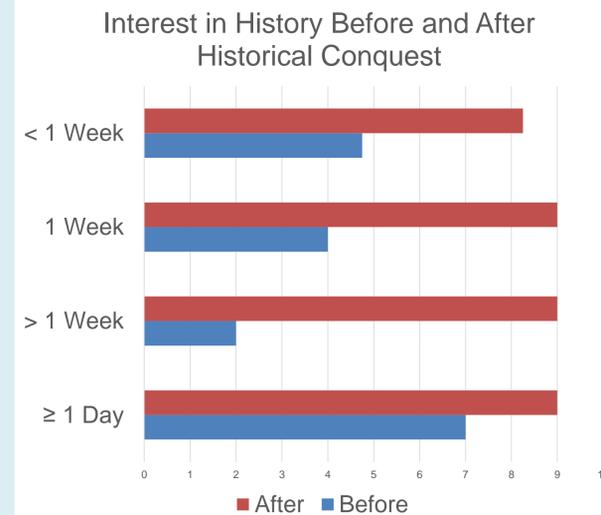
On a scale of 1 to 10, how interested was your child in history before playing Historical Conquest?

On a scale of 1 to 10, how interested was your child in history after having playing Historical Conquest?



## Results

This graph demonstrates the average changes in children's interest in history before and after playing Historical Conquest, divided by a the child's average playtime. helps illustrate an upward trend where children who play the game show a greater interest in history, even if they do not play the card game very often. Children who play the game a lot tend to have a higher engagement level with history before playing the game, which is as expected. Most results showed either an increase in interest of history, while two results showed no changes in the child's interest in history.



The vertical axis values show a child's average playtime, with the options being once a day or more, more than once a week, once a week, or less than once a week.

## Conclusion

The results of this study show that children who play Historical Conquest on average show an increase in their interest in history. This indicates that the tool of tangential learning in this card game is very effective in encouraging children to learn more about history. Also, the data shows that nearly all children showed an increase in interest in history, meaning that tangential learning is effective in nearly all cases. Furthermore, the data also shows that there was never a case where a child lost interest in history after playing the game, indicating that even if the game is not effective in encouraging them, it does not harm their interest in history. All of this data seems to support the hypothesis that Historical Conquest is effectively employing tangential learning to engage children in history.

## Future Study

A future study could get better information in this topic by having a more random and larger sample size. Furthermore, this could be done alongside another game to determine how effective it is compared to similar games.

## References

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