

## **KNOWLEDGE AND SOCIAL SKILLS EXPANSION OF RECREATIONAL ONLINE GAMES AND CONFLICT TO THE COMPLIANCE ON LEARNING MODULES**

**KIMPEE M. LUCES<sup>1</sup>, DANNYL J. TIPOLO<sup>2</sup>, SHANE ANN R. LUIS<sup>3</sup>**

kimpee.luces@deped.gov.ph<sup>1</sup>, dannyljemera.tipolo@deped.gov.ph

annshane1988@gmail.com<sup>3</sup>

Zamboanga Peninsula Polytechnic State University

Zamboanga City, Philippines

### **ABSTRACT**

Covid – 19 pandemic brought sudden and drastic changes in all aspects of our life. Many sectors suffers both private and public sectors all over the globe. One of the most affected sectors is the education. To prevent the transmission of virus, classes were suspended and lockdown were imposed. Due to the outbreak and continues rising numbers of covid cases which resulted in prohibitions of face-to-face classes to ensure of the safety of both students and teachers. In order to continue and give quality education, Department of Education initiates Distance Learning Modality. Such as Modular Distance Learning (MDL), Online Distance Learning (ODL), TV/Radio Based Instruction. Most of the school use Modular Distance Learning (MDL). This study wants to determine the conflict with the compliance with learning modules when playing recreational online games and its effect on students' knowledge and social skills. Research shows that playing recreational online games has no means to the compliance of students' learning module. It clears the parents' and teachers' misconceptions that recreational online games hinder student's compliance over their learning modules. This research suggests providing educational trainings to the students' and teachers' regarding online games such as kahoot, math blaster, Minecraft: Education edition.

*Keywords: Modular Distance Learning, Online Distance Learning*