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# Evaluation of a multimedia system based on game to improve performance E- learning

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**Abstract** The use and necessity of e-learning , with the development and expansion of internet on almost all aspects of life , has become of great importance. In this process,games, have great effects, because of their attractive and interesting content.so the use of computer games in electronic learning has become a challenging problem. To evaluate a multimedia environment.based on games,first of all this question should be challenged that kind of game can have the most and best function in learning environment. So we search for a regression that can give us the best answer with every game. the aim is to reduce the volume of computations and regressions detection capacity. the proposed system is tested with k- fold method and gives the best answer. The least system error is related to k-fold -15, the final cost is 0.12

**Keywords :** Keywords: E- learning., Learning, Learning based game.

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