

THE EFFECT OF PARTICIPATORY LEARNING BASED ON THE SECOND GENERATION OF THE WEB SKILLS OF THE DESIGN AND PRODUCTION OF ELECTRONIC EDUCATIONAL GAMES FOR STUDENTS OF THE FIRST ROWS SKILLS IN ACCORDANCE WITH THE PATTERN OF LEARNING FACULTY OF EDUCATION, UNIVERSITY OF HAIL

RABAB ABDELMAKSOUDE YOUSUF

Hail University

***ABSTRACT** _ The goal of current research to measure the impact of Participatory learning based on the second generation of the Web skills of the design and production of electronic educational games for students of the first rows skills in accordance with the pattern of learning Faculty of Education, University of Hail number (21) students, and included research tools to test the collection and note card to the skills of design and production of educational games JClc using the electronic program, as well as learning and thinking patterns to Torrance scale, has been applied to tribal and Uday research sample, T.Test used and square ETA program statistical package SPSS to analyze the results and their interpretation, and the study found the following results:*

- 1. no difference statistically significant at the level (0.05) between the averages of the sample in the collection of the facts and information contained in the application of skills test scores designing and building electronic educational games (before me, after me) in favor of the post application.*
- 2. no difference statistically significant at the level (0.05) between the averages of the sample in the application note card performance skills degrees design and construction of educational electronic games (before me, after me) in favor of the post application.*
- 3. Check participatory learning environment effect size (≤ 0.14) in the cognitive aspects and aspects of the performing skills of design and production of electronic educational games.*
- 4. no difference statistically significant at the level (0.05) between the mean scores of the two applications for pre and post sample research in learning and thinking patterns when you use a scale of participatory learning, and in favor of the post test.*

Keys word: *Participatory learning, Web2.0, production of electronic educational games, Learning style.*