



**ΔΗΜΟΚΡΙΤΕΙΟ ΠΑΝΕΠΙΣΤΗΜΙΟ
ΘΡΑΚΗΣ ΣΧΟΛΗ ΚΛΑΣΙΚΩΝ ΚΑΙ
ΑΝΘΡΩΠΙΣΤΙΚΩΝ ΣΠΟΥΔΩΝ
ΤΜΗΜΑ ΕΛΛΗΝΙΚΗΣ ΦΙΛΟΛΟΓΙΑΣ**

σε συνεργασία με το

**ΕΘΝΙΚΟ ΚΕΝΤΡΟ ΕΡΕΥΝΑΣ ΦΥΣΙΚΩΝ
ΕΠΙΣΤΗΜΩΝ «ΔΗΜΟΚΡΙΤΟΣ»
ΙΝΣΤΙΤΟΥΤΟ ΠΛΗΡΟΦΟΡΙΚΗΣ ΚΑΙ
ΤΗΛΕΠΙΚΟΙΝΩΝΙΩΝ**

**«Ο ΡΟΛΟΣ ΤΟΥ ΨΗΦΙΑΚΟΥ ΠΑΙΧΝΙΔΙΟΥ ΣΤΗΝ
ΑΝΤΙΜΕΤΩΠΙΣΗ ΜΑΘΗΤΩΝ ΜΕ ΔΙΑΣΠΑΣΗ ΠΡΟΣΟΧΗΣ»**

ΜΕΤΑΠΤΥΧΙΑΚΗ ΔΙΑΤΡΙΒΗ

ΤΣΟΥΡΕΑ ΑΝΑΣΤΑΣΙΑ

A.E.M. 555

Μεταπτυχιακή διατριβή που υποβάλλεται στην τριμελή επιτροπή για την απόκτηση του μεταπτυχιακού τίτλου του Προγράμματος Μεταπτυχιακών Σπουδών Εξειδίκευσης του Τ.Ε.Φ. –Δ.Π.Θ. σε συνεργασία με το Ε.Κ.Ε.Φ.Ε. Δημόκριτος – Ινστιτούτο Πληροφορικής και Τηλεπικοινωνιών με τίτλο: «Εξειδίκευση στις Τ.Π.Ε. και Ειδική Αγωγή – Ψυχοπαιδαγωγική της Ένταξης»

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Περίληψη

Η διάσπαση προσοχής είναι ένα συχνό πρόβλημα που αντιμετωπίζουν πολλοί εκπαιδευόμενοι σε όλες τις βαθμίδες. Χαρακτηρίζεται από δυσκολία στη διατήρηση της προσοχής, εύκολη απόσπαση από εξωγενείς παράγοντες και δυσκολία ολοκλήρωσης εργασιών που απαιτούν συγκέντρωση. Αυτό μπορεί να οδηγήσει σε μειωμένη ακαδημαϊκή επίδοση, κοινωνικές δυσκολίες και χαμηλή αυτοεκτίμηση.

Η παρούσα διπλωματική εργασία εξετάζει τον ρόλο του ψηφιακού παιχνιδιού στην αντιμετώπιση μαθητών με διάσπαση προσοχής. Πιο συγκεκριμένα επιχειρείται η κατανόηση του ρόλου που μπορεί να παίξει η τεχνολογία και τα ψηφιακά παιχνίδια στην εκπαίδευση των παιδιών με διάσπαση προσοχής, με κύριο σκοπό την ανάδειξη των ευκαιριών και των προκλήσεων που προκύπτουν από τη χρήση της τεχνολογίας στο εκπαιδευτικό περιβάλλον.

Η μεθοδολογία στην οποία βασίστηκε η εργασία είναι η συστηματική βιβλιογραφική ανασκόπηση. Η εργασία εστιάζει στην αξιοποίηση διαφορετικών τύπων ψηφιακών παιχνιδιών με κύριο στόχο τη συμβολή τους στη βελτίωση της προσοχής και της αντιμετώπισης των αποτελεσμάτων της έλλειψής της στις επιδόσεις και στην κοινωνική διάδραση των ατόμων με διάσπαση προσοχής.

Λέξεις κλειδιά: *Διάσπαση προσοχής, ψηφιακά παιχνίδια, επιδόσεις.*

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