

## ABSTRACT

### **The Use of Digital Games to Develop Inquiry Skills and Enhance Science Students' Experiences in Girls in a Selected School in Trinidad and Tobago**

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This mixed-methods study investigated the effects of using digital games on female students at a selected secondary school in Trinidad and Tobago. Data were collected through the administration of a quasi-experimental pre- and post-test to 39 students, as well as through examination of the students' journals. The findings revealed that there was a significant increase in inquiry skills among the students at the end of a three-week period. They performed significantly better in the post-test, having acquired more effective inquiry skills. Analysis of the students' journals revealed that their experiences peaked when digital games were integrated into their lessons.

**Keywords:** Case studies; Female students; Game-based learning; Electronic learning; Student attitudes; Secondary school students; Teacher attitudes; Trinidad and Tobago