Hello Dr. Daniels and Dr. Gilbert,

Regards,

Susan

Hello Dr. Newman,

Thank you!

Regards,

Identity Theft Education:

Comparison of Text-based and Game-Based Learning

*Identity theft* continues to grow. It drains a host of valuable resources from Society. Trust is affected. *Identity theft* can upend an individual’s life and well-being. In the business sector financial losses consume profit and jeopardize the stability of industry. New and complementary approaches to combat the crime are needed.

This research examines two educational methods, one text-based and the other game-based, designed to present information about *identity theft.* For this purpose I developed *Fight Identity Theft* (FIT)software. In addition to collecting demographic information, pre- and post-survey responses and feedback data, FIT provides two educational modules. The program randomly selects the text- or game-based method of delivery. The hypothesis, that game-based learning would be more effective, was confirmed. Participants who received the game-based educational module performed better. Their feedback reflected greater satisfaction with the learning environment. They remained longer in the application.

 Digital game-based learning is evolving. Its application to combat *identity theft* can make a difference.