

## Adoption of Video Game as a Learning Technology to Achieve SDG4

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### Abstract

*The Agenda is “a plan of action for people, planet and prosperity”. It comprises of 17 Sustainable Development Goals (SDGs). These goals are indivisible and encompass economic, social and environmental dimensions. It aims to “ensure inclusive and equitable quality education and promote lifelong learning opportunities for all.” Achieving the ten target require application of learning technology and a case study on using video games.*

**Keywords:** Learning Technology