

Abstract

Video games have great potential to encourage students in learning environments, whereas growth mindset impacts students' academic performance in positive way. This work explores the growth mindset in video games in order to potentially optimise and improve its presence. The growth-oriented frame of mind possesses distinctive traits that prevail in interactive games. These features are assessed to see to what extent they match. This evaluation set the stage for distinguishing the four central elements of the game design, that is, challenge, reward system, feedback, and language. I have examined two case studies, *Eco* and *Cuphead*, based on those results. Both cases were dealt with in terms of their usage and application of challenge, reward, feedback, and language and to assess in what ways these games have corresponded with growth or fixed mindset, or perhaps not at all. Further research would be required as it has been observed through this work that video games have great potential to help build a growth mindset if designed in accordance with growth-oriented features. More research needs to be done with users to look how effective they could be.