**Gender Differences of High School in Epistemic Value: A Case Study of Playing 3D Motorcyle Digital Game learning**

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**Abstract**

In this study investaged the gender differences in vocational high school for playing the 3D motorcycle digital game on the tablet, and the participants who don’t have the license of the motorcycle driving yet. A questionnaire, relevance to the items of the internet cognitive failure, gameplay anxiety, gameplay interesting, cognitive anxiety, epistemic value and continuance intention, is conducted after playing the digital game simulated at the regulation of riding the motorcycle on the road, correctly riding behaviour, and the interference with another unexcepted driving behaviour. The finding of this study are that the gender difference significantly of the internet cognitive failure, gameplay anxiety, gameplay interesting, cognitive anxiety, epistemic value (attitude and behaviour), and the feeling of female are more than male.

**Keywords:**

cognitive anxiety, continuance intention,epistemic value, gameplay anxiety, gameplay interesting Internet cognitive failure.