Video Games in Education

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My Paper: An Educational Exploration of Video Games

- Started looking at E-Sports, then switched
- Lots of major areas to explore
- History, Effects on users, and Considerations for Learning

History of Video Games

- 1960's-1970's: Atari, Pong, Magnavox
- 1980's: Rise of Nintendo, Edutainment
- 1990's: Criticism and Concerns, Games become more complex
- 2000's: Online Multiplayer. Construction Based Games
- 2010's: Mobile Devices, Virtual Reality, E-Sports

Three Broad Categories

- <u>Entertainment</u>: Made for fun!
- <u>Edutainment</u>: Education and entertainment collide
- <u>Serious Games</u>: Games made for other purposes, frequently simulations

Effects on The User

- No Consensus
- Some would say they contribute to aggression, but not all agree.
- Improved cognitive, attention, and perceptual skills with certain types of games
- Possible negative and positive effects on school learning
- What is missing? *Active Media Studies* vs *Active User Studies*
- Notable people: Craig Anderson, Kurt Squire, James Paul Gee, Simon Egenfeldt-Nielsen

Video Games in the classroom

- Not widely used
- Can have profound impacts
- Could provide alternative modes of instruction for
  - Struggling readers
  - Students with disabilities
  - Students who are disengaged

Video Games as a learning environment

- Possibilities of models, settings, simulations, not otherwise accessible.
- Experimentation and design in virtual environments
- Social Presence, Individualization, and Virtual Avatars

Considerations

- Choosing Effective Games
- Digital Citizenship
- Involvement of Teachers and Parents