



# SOCIAL AND EDUCATIONAL POTENTIAL OF COMPUTER GAMES

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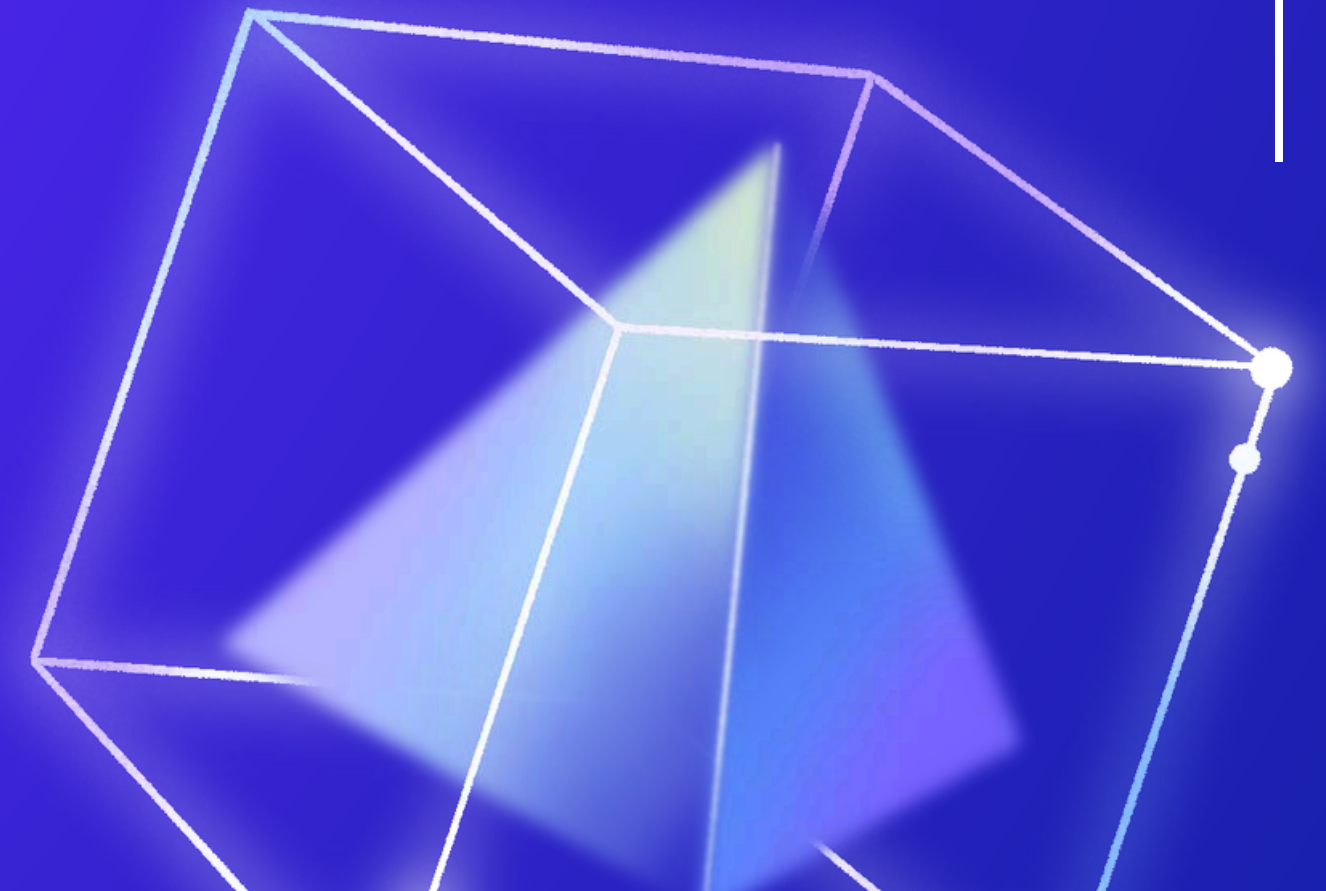
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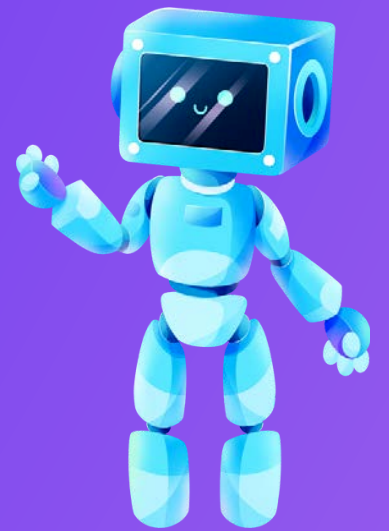
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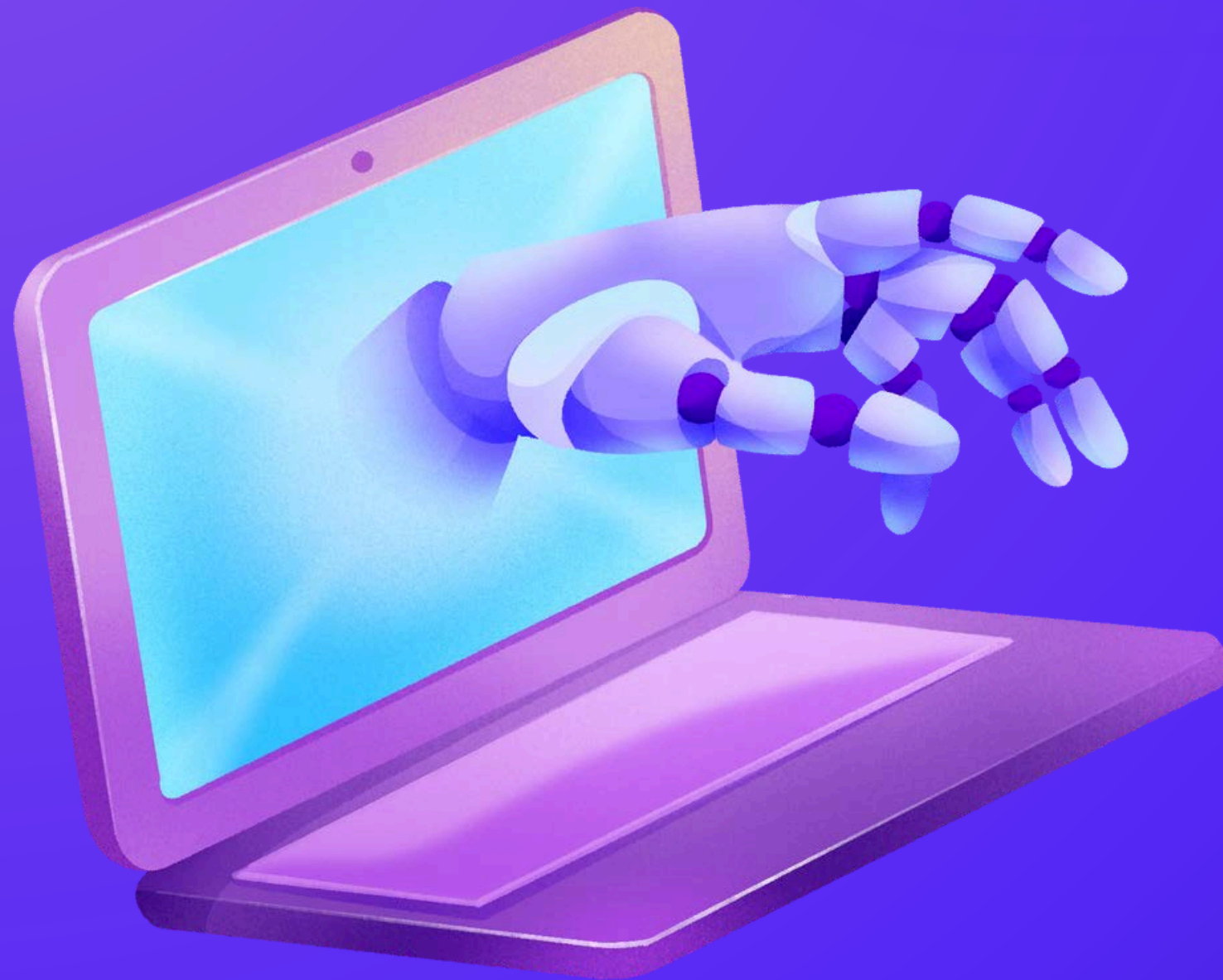


# INTRODUCTION

Importance of Studying Social and Educational Aspects of Computer Games



# COMPUTER GAMES



## Definition

A computer game or "PC" game is a form of interactive multimedia used for entertainment played on a personal computer.

## Types of computer games

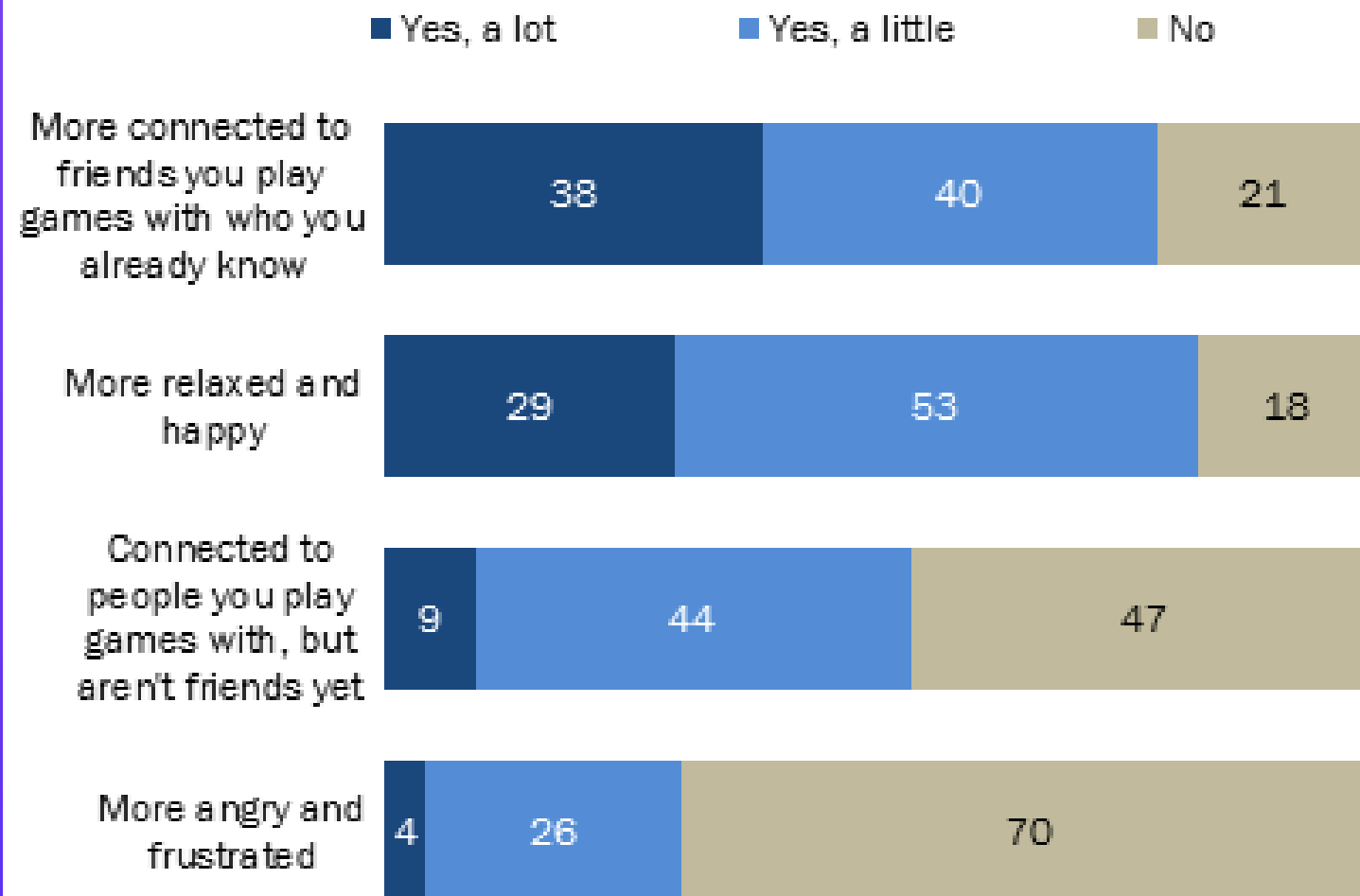
- Educational Games
- Simulation Games
- Social Games



# BENEFITS OF SOCIAL INTERACTION IN COMPUTER GAMES

## Online Gaming Builds Stronger Connections Between Friends

*% of teens who play online with others and feel...*



Source: Pew Research Center's Teens Relationships Survey, Sept. 25-Oct. 9, 2014, and Feb. 10-March 16, 2015. (n=567 teens who play games with people online).

PEW RESEARCH CENTER

## A SENSE OF FRIENDSHIP

Playing games can have the effect of reinforcing a sense of friendship and connectedness for teens who play online with friends.

## VIDEO GAMES AS A SAFE PLACE FOR:

- people with autism spectrum disorders,
- people with insecure attachment styles,
- shy people,
- people with depressive symptoms, and
- people with social anxiety

# EXAMPLES OF GAMES THAT PROMOTE SOCIAL INTERACTION



MINECRAFT



FORTNITE:  
BATTLE ROYALE



SKY:  
CHILDREN OF THE LIGHT

# EDUCATIONAL ASPECTS OF GAMES

## WHY ARE GAMES A POWERFUL LEARNING TOOL?

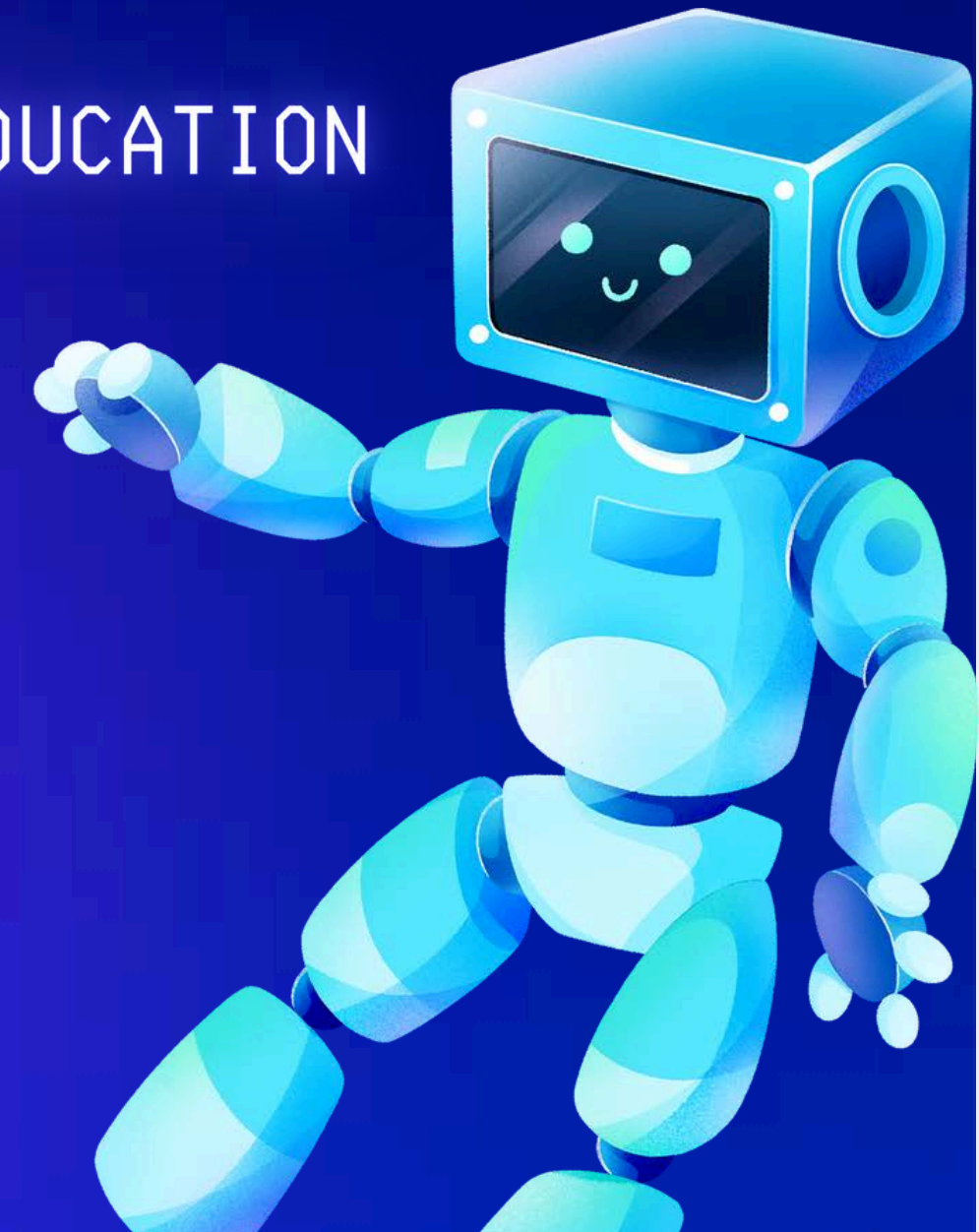
- Active Learning
- Motivation and Engagement
- Immersive Learning
- Feedback and Iteration
- Collaboration and Social Learning

## GAMIFICATION TECHNIQUES FOR EDUCATION

- Points and Badges
- Leaderboards
- Levels and Challenges
- Unlockables
- Avatars and Customization

## EXAMPLES OF EDUCATIONAL GAMES

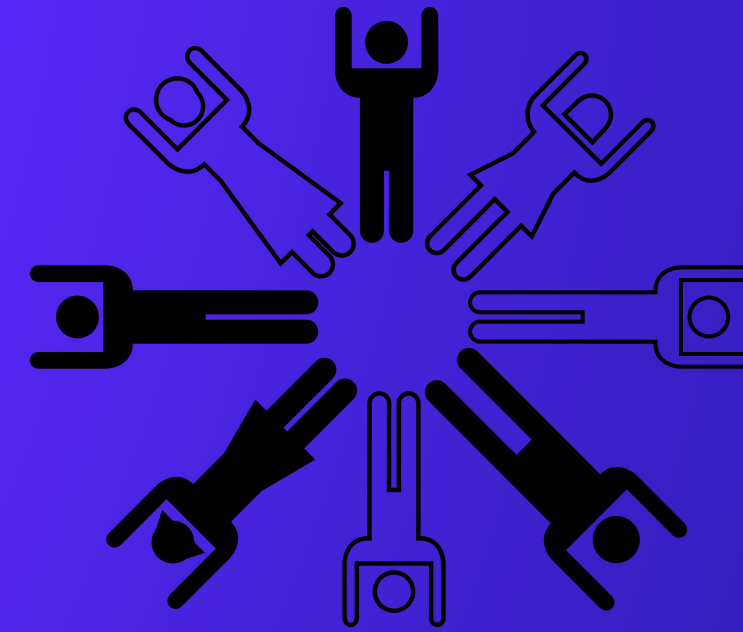
- Dragon Box
- Extreme Event
- Pacific
- Spore
- Duolingo
- Blood Typing



# CULTURAL AND DIVERSITY AWARENESS IN GAMES

Ways to raise cultural and diversity awareness through games:

- Exposure to Different Cultures
- Embodying Diverse Characters
- Learning Through Narrative
- Collaborative Gameplay



Examples of games raising cultural and diversity awareness:

- PeaceMaker
- Frontiers
- Darfur is Dying
- North



# GROWING TRENDS AND OPPORTUNITIES



## GROWING TRENDS

- Virtual reality
- Cross-platform accessibility
- Augmented reality (AR) applications in education

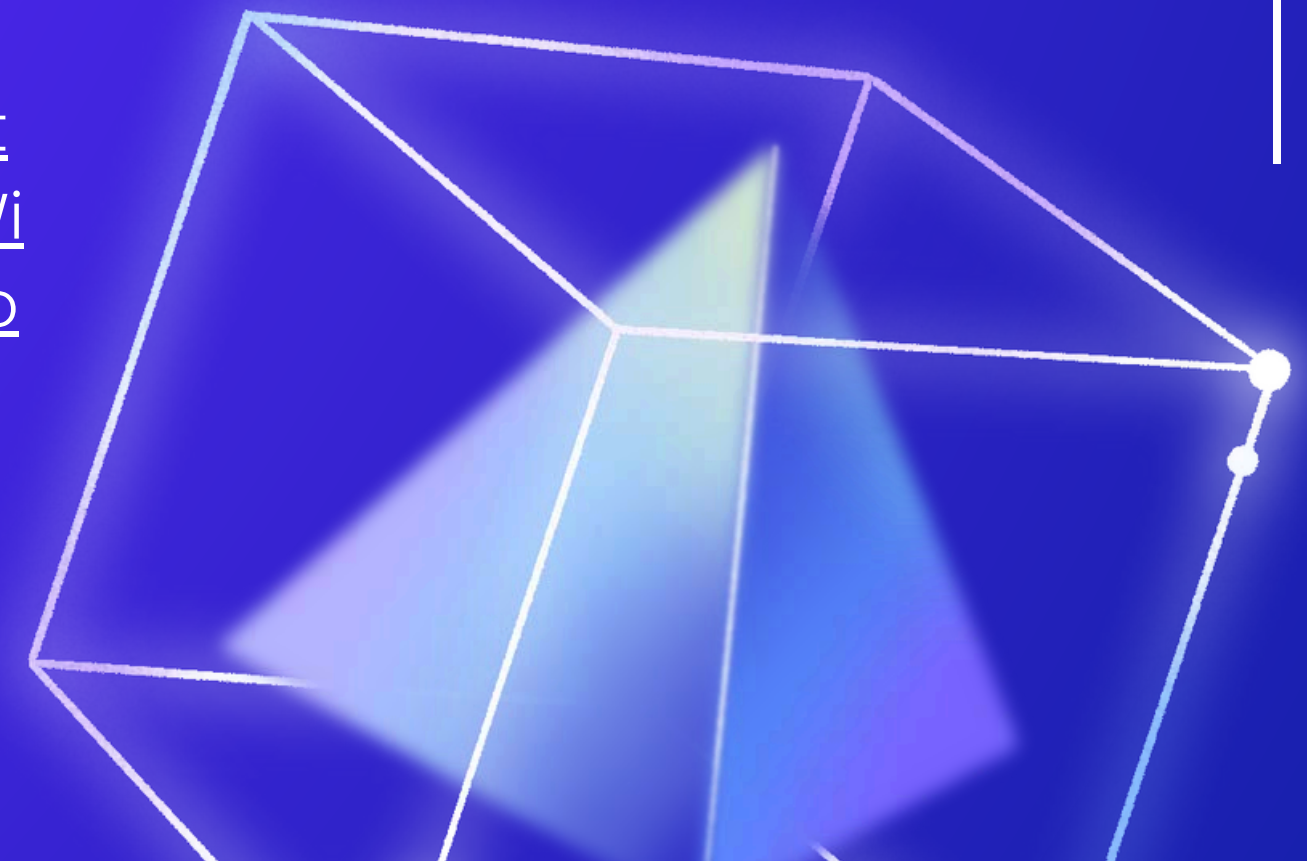


## OPPORTUNITIES

- Career opportunities in game development
- Expansion of educational content in games
- E-sports scholarships

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THANK YOU!

