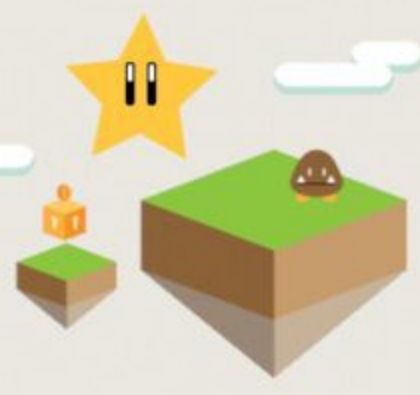


# HOW VIDEO GAMES ARE CHANGING EDUCATION

Schools have found an alternative way to equip children with flexible and adaptive skills by allowing them to learn through playing video games.



## 1 SKILLS VIDEO GAMES DEVELOP

**Problem Solving Skills & Negotiation**



**Judgement, Analysis & Strategic Thinking**



**Communication Skills & Networking**



**Narrative Skills & Transmedia Navigation**



**Non-linear Thinking Patterns**



**Improved Attention, Vision and Cognition**



- Literacy
- Science
- Geography
- Logic
- History
- Mathematics
- Creativity
- Communication



## 2 EDUCATIONAL GAMES

Technology has introduced many fun options to learning, from classic games like Sudoku to complex adventures like Spore. Learn more.



## 3 FACTS AND STATISTICS

There was almost a 50% increase in correct answers to standardized testing by students who learned by playing an educational game, since they were exposed to information repeatedly in their attempts to increase their score.

- A** Playing the kill-or-be-killed games can improve peripheral vision and the ability to see objects at dusk.
- B** Through entertainment, these games test your memory skills, hand-eye coordination and ability to detect small movements on the screen and interact with them.
- C** Studies claim that Tetris may help post-traumatic stress disorder symptoms; playing the visually oriented game cuts down on the number of flashbacks.
- D** Students who played "pro-social" games that promote cooperation were more likely than others to help out in real-life situations like intervening when someone is being harassed.

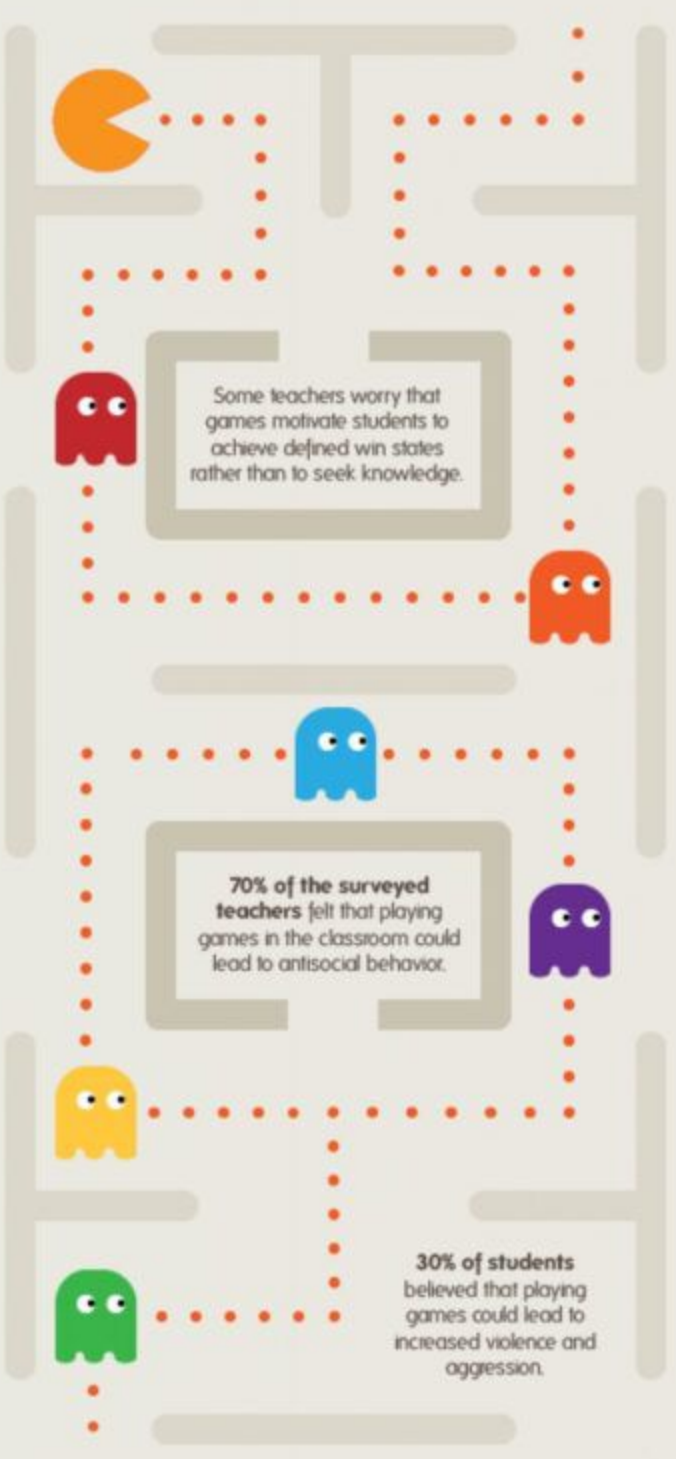
### GAMES AT THE POLLS

Statistics and opinions of UK and US consumers, teachers and students.



### IT'S NOT ALL FUN AND GAMES

Some believe the negative aspects of video games outweigh any positives.



## 4 HOW VIDEO GAMES ARE USED AT SCHOOL

**LEARNING THE FUNDAMENTALS**

At *Quest To Learn*, a digital school for kids, students learn math, literacy and problem solving skills by fictional travel agents in the fictional Creepytown, where they learn to deal with budgets, currencies, economic and civic issues.

The *Digital Media Academy* in North Vancouver is teaching game design to high school students to help develop skills in the areas of project management, creativity, organization, teamwork and the production process.

**ROLE-PLAYING HISTORY**

*Oregon Trail* pioneered the use of games and role-playing in education. It originally taught students about the 2,000-mile journey the pioneers made to the West Coast from Missouri as a board game.

*Bridgewater-Raynham Regional High School* in Massachusetts encouraged the use of video games to curb cyber bullying by educating students on computer and cell phone hacking, bullying and their consequences.

DESIGNING & DEVELOPING

SOCIAL INTERACTION

## 5 OTHER SKILLS VIDEO GAMES CAN HELP YOU HONE

- ★ Literacy & Language Skills
- ★ Hand-Eye Coordination
- ★ Reflective Practice
- ★ Character Development
- ★ Multitasking
- ★ Mathematical Skills
- ★ Physics & Motion
- ★ Independent Learning
- ★ Financial Skills
- ★ Creativity
- ★ Teamwork