

SOCIAL AND EDUCATIONAL POTENTIAL OF COMPUTER GAMES

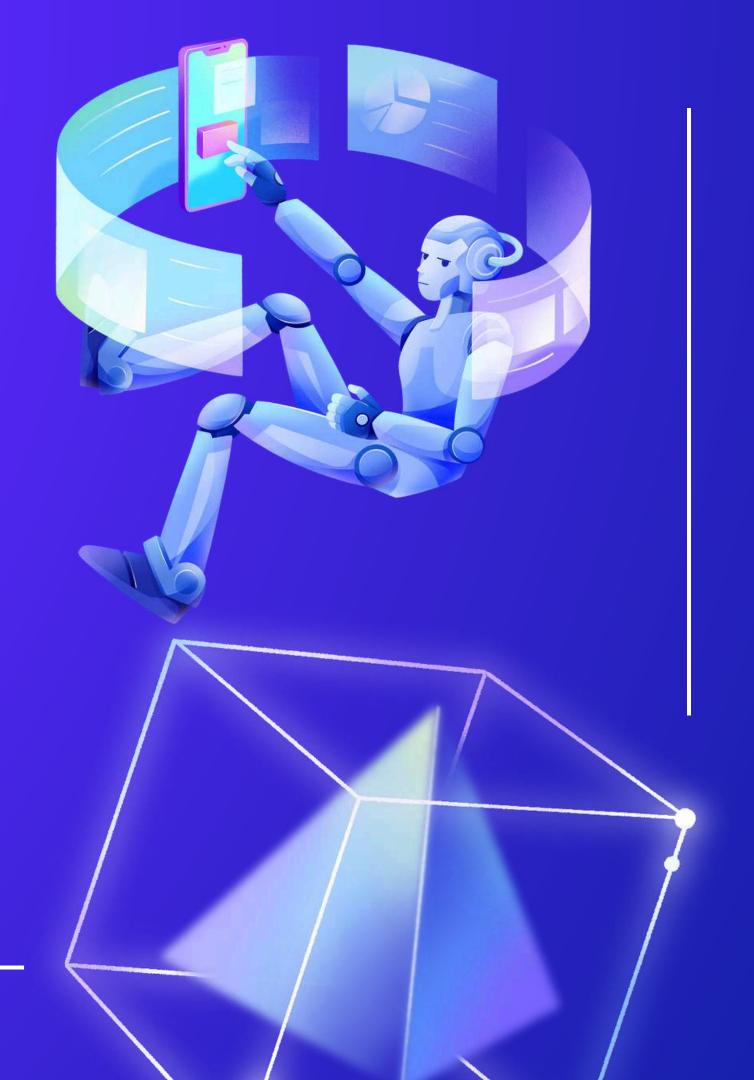
Marcin Karandys
Igor Cieślikowski
Michalina Bieszczad
Jaryna Jablonska





# TABLE OF CONTENTS

<ul> <li>Introduction</li> </ul>	03
<ul> <li>Definition of Computer Games</li> </ul>	04
<ul> <li>Benefits of social interaction in</li> </ul>	05
computer games	
• Examples of games that promote	06
social interaction	
<ul> <li>Educational aspects of games</li> </ul>	07
<ul> <li>Cultural and Diversity Awareness</li> </ul>	08
<ul> <li>Growing Trends and</li> </ul>	09
Opportunities	
• References	10



# INTRODUCTION

**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

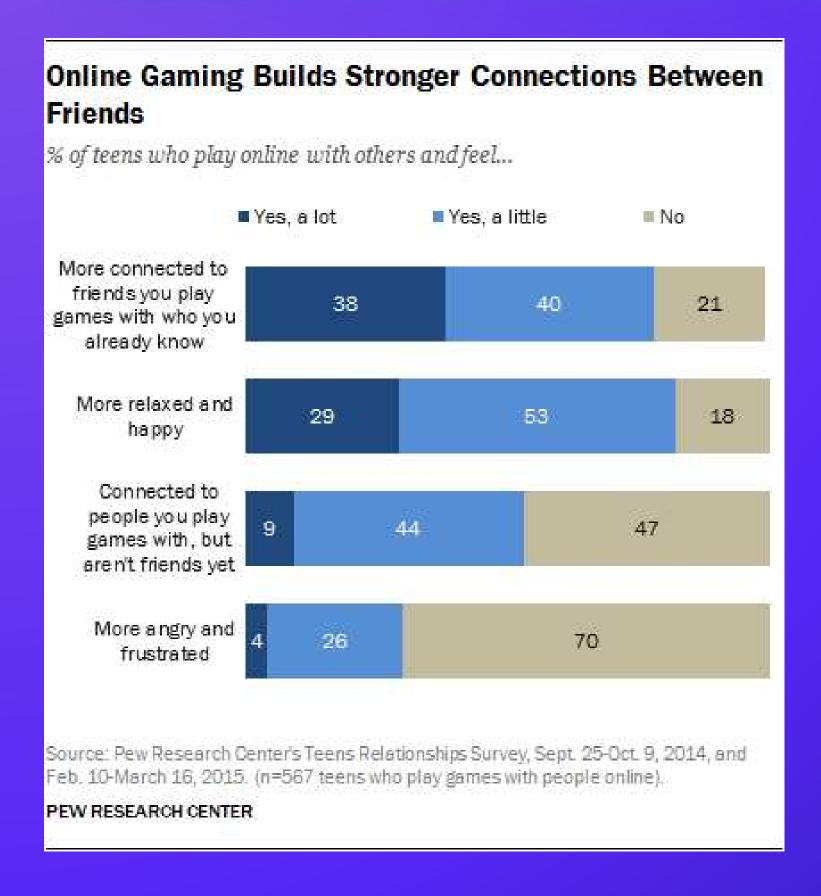
- Educational Games
- Simulation Games
- Social Games







### BENEFITS OF SOCIAL INTERACTION IN COMPUTER GAMES



#### 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:



SKY: BATTLE ROYALE CHILDREN OF THE LIGHT



### 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

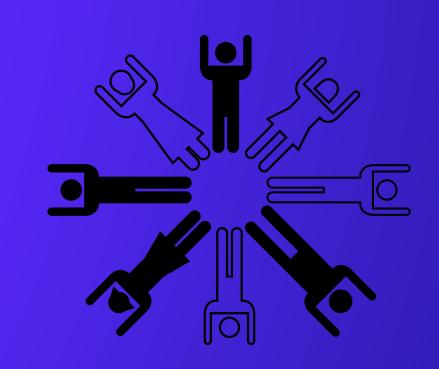


## CULTURAL AND DIVERSITY AWARENESS IN GAMES

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

## REFERENCES

- https://www.igi-global.com/dictionary/
- https://www.iberdrola.com/talent/benefits-video-gameslearning
- https://www.hindawi.com/journals/ijcgt/2024/3274715/
- <a href="https://en.wikipedia.org/wiki/PeaceMaker">https://en.wikipedia.org/wiki/PeaceMaker</a>
- <a href="https://goldextra.com/en/frontiers">https://goldextra.com/en/frontiers</a>
- <a href="https://en.wikipedia.org/wiki/Darfur\_is\_Dying">https://en.wikipedia.org/wiki/Darfur\_is\_Dying</a>
- https://store.steampowered.com/app/461890/NORTH/
- https://www.pewresearch.org/internet/2015/08/06/chapter-3video-games-are-key-elements-in-friendships-for-manyboys/
- <a href="https://www.jcfs.org/response/blog/video-games-are-social-spaces-how-video-games-help-people-connect">https://www.jcfs.org/response/blog/video-games-are-social-spaces-how-video-games-help-people-connect</a>
- https://www.researchgate.net/publication/272080436\_Parent al\_Intention\_to\_Support\_Video\_Game\_Play\_by\_Children\_Wi th\_Autism\_Spectrum\_Disorder\_An\_Application\_of\_the\_Theo ry\_of\_Planned\_Behavior
- <a href="https://www.theguardian.com/games/2020/mar/17/25-best-online-video-games-coronavirus-self-isolating">https://www.theguardian.com/games/2020/mar/17/25-best-online-video-games-coronavirus-self-isolating</a>
- https://en.wikipedia.org/wiki/Sky\_(video\_game)

