


How to use games for learning



capture attention and engage

Making learning fun motivates students and helps them pay attention and stay focused on the subject

In a lot of games, the formative aspects of learning is transposed in it's concept. Often it's possible to recover within a game, and to use what you have learned to successfully complete a task



learn to play and play to learn



learn by watching the others play

Collaborative learning amongst peers doesn't induce necessity of playing yourself, the observation and the exchange with other players are also strong learning situations

If you want to change the rules, you need a very good understanding of the existing rules, the relationships amongst them and the implication fo the rules.



learn by changing the rules



learn by designing our own game

Designing a game is a step-up from the modification because a part of formulation of rules, you need to conceive a global context for the games in which the rules fit in. Today a lot of ICT-tools facilitate these home-designed games

You can also use games to evaluate the knowledge and the competencies of a learner. This can be also precise because games can simulate real-life situation that are more realistic than standard classroom tests.



use games to assess the learned



learn by understanding the nature of gaming

Understanding the difference between gaming and real-world situation is a part of media-literacy. Analyzing the implicit codes and the underlying ideologies of games helps to develop critical thinking.