

Manual for the use of Videogames and Apps in education

Videogames for teachers: From research to action

Chapter 14 - From videogames to work: interactive languages and three dimensional environments as reference models for new tools and practices in tomorrow's professions.

Abstract:

Video games offer users very intense and advanced digital experiences, with a high degree of manual-eye or body involvement.

These are often technologically very advanced applications, which take full advantage of the available hardware, to the point of being one of the main drivers for the evolution of the processors.

This remarkable level of technology can be exploited as a propaedeutic for professional tools that students can use in the future.

Videogames develop in fact the familiarity of students with some features that they may encounter in their future work: the simulation, the manipulation of three-dimensional objects, the speed of execution of some commands, the storage of keyboard functions, programming rudiments.

The current spread of Augmented Reality and Virtual applications has been anticipated by video games, which have accustomed users to manage avatars, to move in virtual environments, to interact with digital objects. The category of the Nerd, typically user of video games, is very familiar with the technology that will help him to find work, if this path is supported and guided in the school.

One of the fundamental steps is to lead the children from pure users of video games, to the understanding of the author's and technological laws that underlie these works of genius, and then move on, as much as possible, to the study and use of software author for video games.

These include software for three-dimensional modelling, digital animation and the programming of video games themselves.

The fundamental step is that which transforms the student from a pure user of video games to a connoisseur and even an author; in this evolution, which the school can put into practice, a large number of skills can be learned, that will certainly be useful for the digital professionals of tomorrow.