

## Section 1

### Chapter 1 - Videogames: A Way To Change Communication Languages

# Case Scenario 1

Title: **Project History and Video II, Knowledge, learning and projection of the past in the digital society**

#### Description:

As we mentioned earlier, there are several research initiatives, which from R & D + i have focused on the study and analysis of video games' teaching potential at different levels of education. We quote here, for example, two projects that have been developed in recent years in the Spanish and European context.

First, we want to highlight the project History and Video II, Knowledge, learning and projection of the past in the digital society HAR2016-78147-P, funded by the Ministry of Economy and Competitiveness within the 2013-2016 Spanish State Scientific and Technical Research and Innovation Plan, which conducts research on the impact of video games on historical science.

Similarly, the project also seeks to describe the perception that, from the multimedia titles, is given to the different historic stages, linguistic resources used and using these as a communication platform in historical research. At the same time, the project compiles a series of scientific articles and blogposts that address educational issues on teaching history through video games or the content they transmit.

Finally, the project offers open access material (books, articles) as well as a database of pure historical games. To explore the resources that can be used in the classroom for teaching historical science, consult the website: <https://www.historiayvideojuegos.com>

