

Section 1

Chapter 1 - Videogames: A Way To Change Communication Languages

Exemplary Case Study 1

Title: **Discovering the industrial revolution**

Description:

There are diverse educational experiences around historical strategy games such as the well-known Age of Empires (e.g.: Gros, 2008) in which students can learn, for example, the political and social organization of the context (such as feudalism) and recognize the changes and continuity of the periods played.

In this case study, we look at the game Anno 1800. Anno is the name of an economic and city-building simulation game that places the player in different historical (13th, 14th, 17th, 18th century) and future periods (late 21st and 23rd).

The exquisitely developed saga is an ideal stage for discovering and learning about the era's characteristics (agriculture, economy, buildings, political system, geography, etc.) as well as the usual and necessary dynamics and cognitive strategies in negotiating and management of resources (economic, management and organization of soil, basic needs, etc.).

The latest installment, Anno 1800, takes the player to industrialization using a sort of civil strategy that will allow enough scenarios to transversely address content relating to the nineteenth century political system, its economy, and its industry, as well as the era's values and countervalues.

The game captures the user's attention through curiosity, allowing the player to explore different types of buildings and, above all, giving the power to create, manage and expand a city.

The most important point in this case is the proper management of resources, maritime exploration of possible colonies and establishing diplomatic relations with other islands, making the growth of industry possible.



Similarly, the game does not leave aside artificial intelligence and strategy; it is necessary to make decisions about the happiness of our population to make the city prosperous and attractive.

Anno 1800 or any other title in the series is a perfect complement for the development of skills derived from the proper management of resources, territorial organization of a city and, above all, effective decision-making.

From the historical standpoint, these games are the perfect complement to introduce and develop interdisciplinary concepts (history, geography, economics ...) that capture students' attention through a rigorous treatment of the playful elements presented in the title.

