

Section 1

Chapter 3 - How Players Learn To Learn While Playing?

Practical Activity 3

Title: Indicators for the analysis of the Instructional Design of video games used for learning to learn

Description:

The analysis of the Didactic Application of video games refers to the evaluation of usability in close relation to didactic application. In general, it is about assessing whether a video game is appropriate for the school context, and whether it takes the teacher into account. The video game's structure and permitted actions should be evaluated to determine the teacher's role, the student's learning model and the methodological guidelines that it promotes within the education system.

Select a video game and indicate the degree to which the following statements are true or false, by marking one of the following: 0 [No, not at all]; 1 [Quite, to a large extent]; 2 [Yes, absolutely]; D/N/A [Does not apply].

- The game's estimated time of completion (or each of its phases) is appropriate for the school context.
- The game includes a controller of the player's actions.
- The video game or supplementary materials refer to the teacher's role.
- The video game gives the teacher the possibility of intervening in the game's structure (e.g. by selecting levels of difficulty, selecting challenges or activities, creating challenges ...)
- The video game's challenges involve the use of alternative sources of information, leading the player to search for other materials.



- The video game or supplementary material proposes tasks that must be carried out as a team.
- The player can program, select, or change content, challenges or activities for adaptation to their needs, thus, allowing players to control their own learning process.
- The video game includes interactive communication tasks, for example among students in different grades or schools.
- The video game includes functionalities or suggests organizational strategies that involve the entire school teaching staff, other schools, the community, and student families.

