

Section 1

Chapter 5 - The Role Of Video Games In Education

Case Scenario 1

Title: **Case Scenario on Ecuador**

Description:

In the case of a developing South American country such as Ecuador, however, it is necessary to analyze the behavior of students and their different relationship modes in order to establish communication processes that allow them to generate collaborative relationships. Therefore, according to informal and first-hand interviews, schools are beginning the process towards collaborative work in the classroom, but from its formative levels, i.e. primary, in such a way that a culture is created that adheres to video games as an element for progress and adds value to learning.

To contrast the study conducted at the research level, a hypothesis is proposed to know whether the educational institutions within the city of Cuenca - Ecuador have a system that contemplates the use of video games within the ludic curriculum of instruction at different academic levels; therefore, a random inquiry was conducted at Private Schools in the city to find out which video games are used to leverage their teaching practice by probing the following institutions: Stiehle German School Cuenca, Joseph de Jussieu French School, Liceo Integral Cuenca, Las Cumbres Educational Center, Bilingual School Our Family, American School Cuenca, Ausubel School, Cedei School, Cedfi, Spirit of Wisdom, Luisa de Jesús Cordero, Rosa de Jesús Cordero and María Auxiliadora; a list of video games and their applications in daily teaching as support for traditional teaching material and to improve mental retention at the cognitive level of the student was established from interviews with teachers.

The video games used for support are presented below:



- Brainbox: enables the training of observation, retention and memory skills.
- Diavolo: helps to improve mental calculation agility and quantitative reasoning.
- Dixit: enables the expression of feelings and emotions, excellent to develop empathy and interculturality.
- Dobble: allows the development of attention, observation and mental speed.
- Duplik: reinforces descriptive abilities, question formulation and comprehension.
- Blitz Ghost: aids in developing mental concentration.
- Katamino: enables spatial perception and observation skills development.
- Letter by letter: a game to work on word recognition and vocabulary acquisition.
- Math says jr.: strengthens mental calculation skills.
- Piko piko: enables the development of mental calculation, attention, socialization and strategy skills.
- Speed cups: improves attention and mental speed.
- Tantrix: enhances strategic thinking, abstract problem-solving and different planning and memory skills.
- Ubongo: improves logical reasoning and visual and spatial perception.
- Story cubes: a well-known game used to acquire vocabulary, build collectively and learn different languages.
- Rush hour: supports the stimulation of logical and sequential reasoning.
- What's up: helps acquire new vocabulary and creativity.

Qualitative observation and research indicates that video games have significant educational potential. Evidence suggests that the adequate use of this medium has a positive impact on such aspects as cognitive, affective and social levels.

For this reason, this section presents an essential element that involves working from the initial or formative levels within an educational center in order to follow a continuous process that involves all teachers and students in the medium term, in such a way that the teacher actively participates

through the design and incorporation of the instructional content desired in a video game generating a positive result in the student and one that is really fun.

