

Section 1

Chapter 5 - The Role Of Video Games In Education

Exemplary case 1

Title: **Minecraft Education**

Description:

Minecraft is a sand-box-style construction game that allows the player to explore, create, interact and modify the surrounding environment. With this added "EDU", the video game is linked to the educational environment, transferring the video game to the classroom and easing the inclusion of any type of content through Minecraft as another tool.

The game environment supports two modalities:

Survival: the resources are unlimited; the character depends on what he obtains by himself. The character can suffer damage and needs to eat and rest. He has the possibility to create complex objects from simpler ones (creation table), and is at risk of being attacked by animals and other creatures, such as zombies. In Survival Mode, the student is learning to manage limited resources to obtain tools and goods that will bring him greater utility or satisfaction. This is what we do every day: work, leisure time, management of our economy, housing, car, etc ... Surely he will be attacked and suffer damage, but in the process will learn to move forward and protect himself against the same fate next time. This way, the student is developing the "Competence of interaction with the physical world", since he is managing scarce resources for the benefit of future projects. In addition, the video game is promoting "Autonomy and personal initiative", another of the basic skills that are taught every day in the field of education.

Creative: The resources are unlimited; there are numerous objects with no use limit. The player cannot suffer damage, nor does he need to eat to survive. In the creative mode, resources are infinite; the player acquires the power to change everything around him in his virtual world. In this



case, in addition to the initiative, the "Cultural and Artistic Competence" is triggered reaching limits not even the student has previously foreseen, given that every time he achieves an objective he will extend the planned goal to a higher level.

Ultimately, the Minecraft Competition involves the development of skills in the Minecraft user that, beyond the simple game, will serve as training for future application of skills acquired in daily life.

