Section 1
Chapter 5 - The Role Of Video Games In Education

Exemplary case 5

Title: **GeoGuessr**

Description:

GeoGuessr is an educational video game oriented at the comprehension of basic notions about terrain, climates, landscapes, vegetation, etc. The game consists of displaying, in several rounds, Google Maps images from any place in the world. With total freedom to move through the landscape, one must guess, based on the characteristics of the landscape, what part of the world it is. When one gets close to the right place a score will be bestowed.

This game could be aimed at any Primary Education course, as all of them deal with topics that could be approached through GeoGuessr. Firstly, the game can be used to show photographs of different types of landscapes and identify the different components of the terrain, it also allows to delve deeper into the elements of the terrain, the cardinal points are introduced, the maps of Europe and its terrain, and other continents. It also enable the inclusion of the hydrosphere and the different water bodies that may appear in the photographs. This prompts reflection about rivers (their sections, how they are formed, differences between a tributary, basin, spring, etc.).

In short, GeoGuessr is positioned as an online geographic videogame that randomly assigns any place of Google StreetView to us; and through a 360º view of our surroundings, we seek to guess, based on the landscape and the elements around us, where we are and mark it on a side map. The logic of the game is simple to understand, it also allows several students to participate in parallel and compete for the best score, that is, whoever best matches the geographical position of the

site where it is located will receive more points. Additionally, it is seen as a game that can be interdisciplinary, as it reflects the content of social sciences, biology, and geography, among others.