

## Section 2

### Chapter 7 - Videogames as educational tools

# Exemplary case 1

Title: **Zoo Tycoon**

Description:

[Zoo Tycoon](#) is a zoo management simulation that allows players to create, manage, and explore a fully functioning zoo. Players need to make sure each animal has everything it needs to survive and make their avatar interact with animals by washing, or feeding them. Specific scenarios within the game encourage players to breed various animals. Also players are challenged to meet specific business goals and apply strategies to keep the zoo profitable and expand, by adding new facilities and attractions in their zoo.

The game offers a zoopedia with good and accurate information on more than 100 different animal types, including where they live, what their habits are and what their nutritional and hygienic needs may be. Players have to apply this information as they build their zoos.

Through the game players can research and build breeding centers to produce baby animals or import animals from other zoos, and, when animals are mature enough, send them back to wildlife.

Teachers can use it with groups of students, leading an after-play discussion about why they built their zoo the way they did, what the game taught about animal conservation and how zoos function as businesses.

The game is purchasable and available for Xbox One and PC.

