

Section 2

Chapter 7 - Videogames as educational tools

Exemplary case 5

Title: **The Sims 4**

Description:

[The Sims 4](#) is a life simulation game in which players design and control a family in the *Sim* world and help them get jobs, find entertainment and make friends and relationships.

The game presents a lot of written English language in the instructions, control and status bar labels, warnings and information updates, and product descriptions in the extensive virtual catalogues used for shopping in the game. Therefore *The Sims* can be used, in combination with supplementary educational material, to enhance students' vocabulary in English as a second language ([Miller & Hegelheimer, 2006](#); [Ranalli, 2008](#)).

On the other hand, the game makes players attend to and reflect on the many needs and desires of human beings, social needs, economic needs, romantic needs, health needs, etc. Also players can experience and reflect upon how different social and economic systems work. For example, they can run a retail store and deal with everything from employee management to marketing campaigns and restocking items. The endless customization and design possibilities in the game world allow players to build and design their own house in a very detailed way, dress their avatar with clothes they buy, or even design their own clothes and upload them into the game world, mod the game with their own interesting systems.

Having said this, teachers can use this game to introduce and discuss social issues and everyday life situations and then ask students to reflect on their choices and argue for their decisions in written reports.

The game is purchasable but offers a free trial. It is available for Mac, PS4, Windows, Xbox One.

