

Section 2

Chapter 8 - Main Achievements Of Mobile Learning Through The Use Of Educational Applications

Case Scenario 2

Title: **GAME@SCHOOL - Italian Olympics of Videogames in Didactics**

Description:

The third edition of the National Olympics of Videogames in Education was held on March 23, 2019 in 14 locations throughout Italy. This is a competition between primary and secondary school students to develop alternative learning tools. The *ImparaDigitale* ("Learn Digital") association of Bergamo (Italy), in collaboration with the Municipality of Bergamo and the technical consultancy of Digital Bros Game Academy, has organized this first national gaming competition applied to teaching; participation is free. Each team participating in the competition has as its objective the creation and delivery of the following "products" (the theme is unveiled on the day of the competition):

- a video game;
- a video of the video game;
- a project card.

It is possible to integrate the project card with further drawings, graphs or diagrams produced by the students.

The projects are examined by the jury, which decides one overall winner and three by category (primary, lower secondary and upper secondary). The initiative of the Study Center ImparaDigitale aims, therefore, to re-evaluate the videogame as a real educational tool.

In its debut in 2017, the National Olympics of the video game in teaching involved 250 students and over one hundred teachers. The first Game@School, which from elementary to high school



asks students to make a demo focused on a common theme, was won by "Void Main()", a video game useful for understanding increasingly complex notions of physics and mathematics¹. In 2018 GAME@SCHOOL was extended to eleven schools throughout Italy, from Sicily to Veneto. More than eight hundred students challenged each other in ten locations throughout the peninsula, creating a competition focused on the sense of discovery. Students from primary to upper secondary, divided into 230 teams, battled throughout the day (from 9.00 to 18.30) to invent and structure a video game on the importance of discovery in the evolution of human knowledge. All this without any help from the teachers, who are only involved in the initiative for the organizational aspects and general support.

Digital Bros Game Academy has supported this initiative and, with its presence as a partner and technical consultant, has become a spokesperson for "Game Thinking" in the classroom, that is, the application of the mechanics of video games to teaching and learning processes and the benefits that this can bring both to students and teachers. At the same time as the competition, there was a training session on the video game and its peculiarities for educational purposes dedicated to teachers and parents broadcast via live streaming to all schools. Riccardo Landi, Core Trainer of the Game Design Course at Digital Bros Game Academy, gave a speech on Game Thinking applied to teaching methods, explaining the concept, its actual applications and the approach to use for effective classroom use.

GAME@SCHOOL was a very important moment for introducing teaching professionals and parents to the real advantages of the use of video games or their paradigms in the classroom for the development of children, such as their greater involvement in school activities, the acceleration of the learning process, the development of analytical skills, increased creativity and a greater ability to solve situations or complex processes. Moreover, through the dissemination of Game Thinking, we can reduce the generational gap between teaching professionals and the new generations, i.e. the digital natives, who have a natural predisposition towards technology in their DNA.

¹ https://www.youtube.com/watch?v=Cf3Ax3XCLs0&index=35&list=PLmQ5BpE_pD_2ZiR02YGCAHjeLfmm3EU-u