Educating for a video game culture

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You are all experts in video game here.
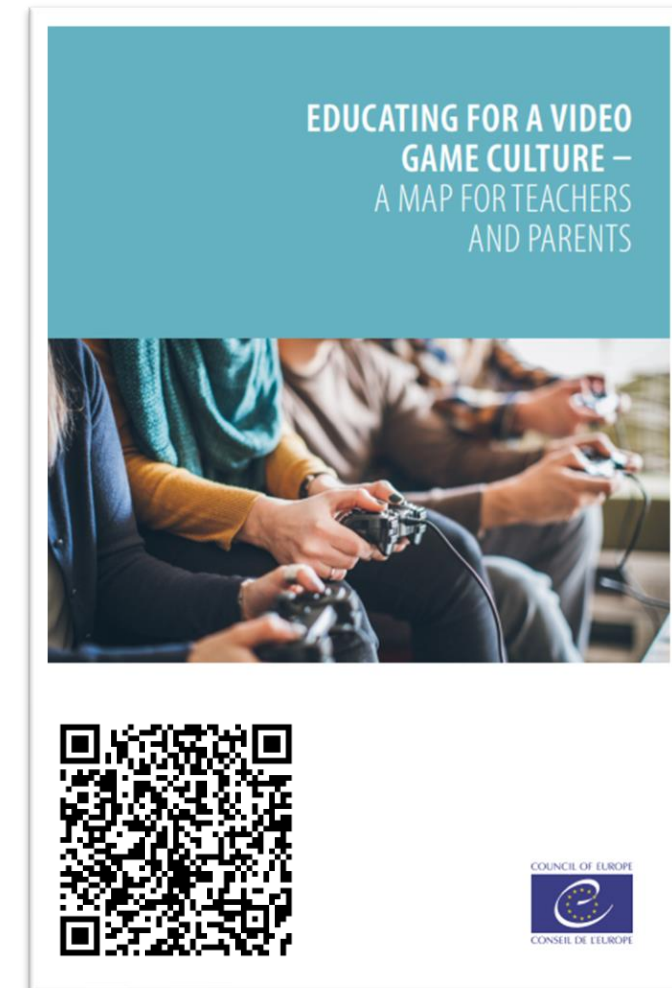   (Most probably more than me ☺)

This presentation's aim is to highlight some elements useful for a reflection in educational contexts.

BEING ONLINE
▶ Access and Inclusion
▶ Learning and Creativity
▶ Media and Information Literacy

WELL-BEING ONLINE
▶ Ethics and Empathy
▶ Health and Well-being
▶ ePresence and Communications

RIGHTS ONLINE
▶ Active Participation
▶ Rights and Responsibilities
▶ Privacy and Security
▶ Consumer Awareness

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> **The first group, *Being Online*,** includes domains that relate to competences needed in order to access the digital society, freely express oneself, and use digital tools creatively and with a critical mind.

> **The second group, *Well-being Online*,** includes domains that relate to competences needed to engage positively in the digital society, and develop a healthy relationship with technology.

> **The third group, *Rights Online*,** includes domains that relate to competences related to the rights and responsibilities of citizens in complex, diverse societies in a digital context, where privacy is protected and active participation is empowered.

What does it mean to educate to a video game culture?

1. consider the video game as an artistic, cultural and economic phenomenon worthy of being the subject of study and of an accurate and careful analysis of its characteristics, its mechanics, its languages, its economic, production, distribution and communication models

2. to generate and nurture a pedagogical reflection on the medium that interests it in a transversal manner and that leads it to be considered as a tool capable of offering a significant stimulus not only to amusement and entertainment, but also to thinking, learning and the development of the person as a whole with a view to education for citizenship;

3. stimulate, in the players, a meta-reflection on their own gaming practices and on the creative-expressive potential that the medium makes available.

EDUCATING FOR A VIDEO GAME CULTURE –
A MAP FOR TEACHERS AND PARENTS

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New Literacies Studies

Potter, J., & McDougall, J. (2017). Digital media, culture & education. Theorising third space literacies. Pallgrave McMillian UK.

- It is important to reflect about the meanings that circulate in the digital culture, how these products are made, how they are perceived and how all of this impacts on the society.

- Develop Critical Thinking is not enough anymore: we must foster citizens' responsibility and ethical posture.

Video Games can offer a very fertile ground for igniting this kind of reflection.

Why is it necessary to educate to a video game culture?

The world of education needs to embrace the fact that video game is an extremely complex and diverse medium AND:

- it is one of the most impressive and relevant entertainment industries within the market;

- they have become a mass phenomenon that is gaining more and more weight in the media practices of the population, mainly due to lower prices and the spread of gaming on mobile devices;

- the relationship of mutual influence between video games and the cultural and value systems of our society.
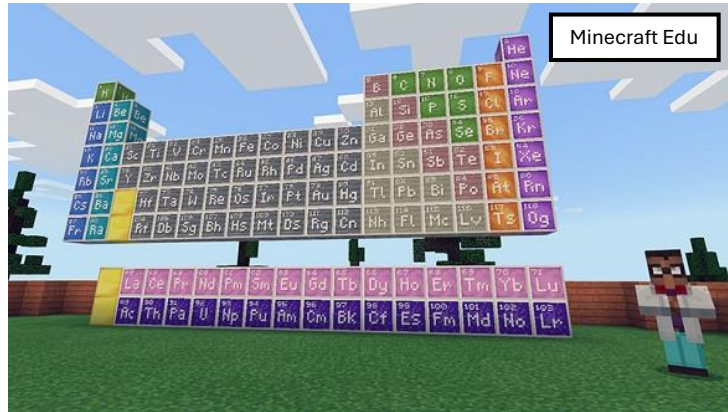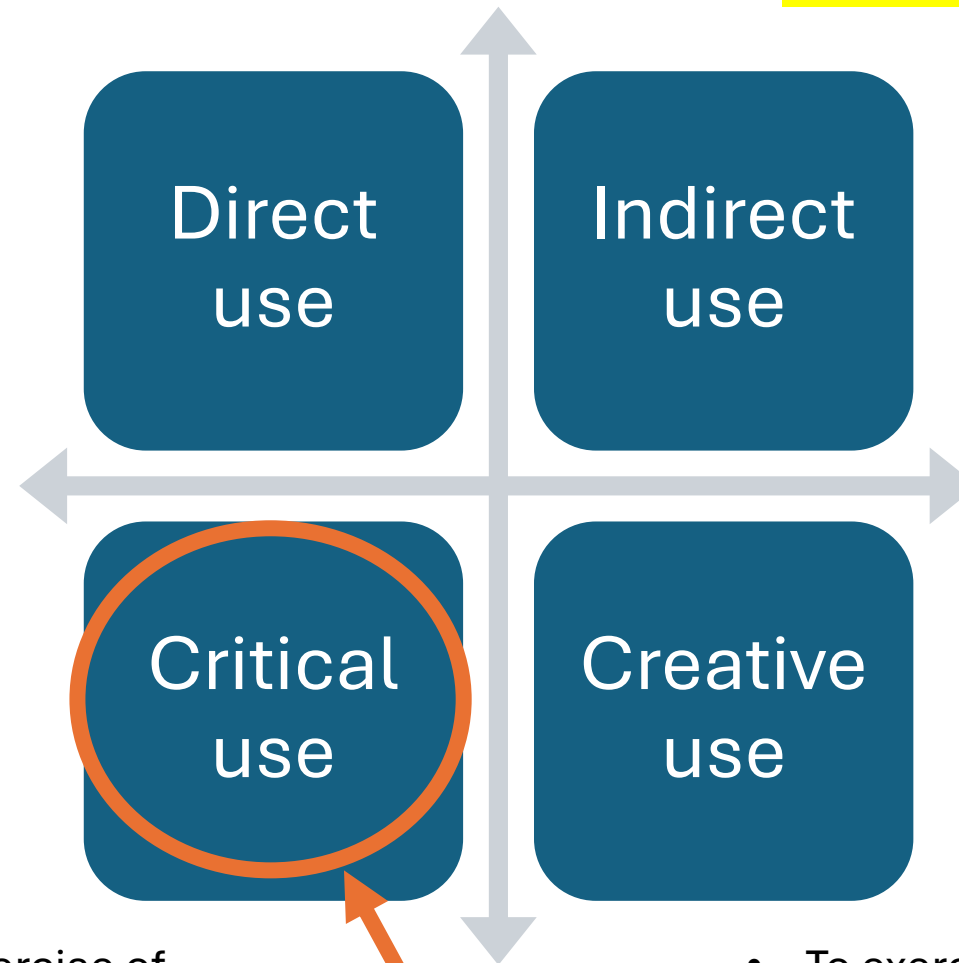
Three important premises

- Don't talk about 'video games' in general terms
  - Video games are very different from one another (gameplay, genre, budget, production values, distribution models, aesthetic values, accessibility, quality of the representations, etc.)

- Don't talk about the 'effects' of video games in general terms
  - The same content can be perceived very differently…
    - Context: social, political, economic
    - Mediation: adults, peers, educatorsPersonal experience
    - Personal intentions

- Every video game deserves to be considered: even those that are not strictly educational.

Fortnite

Gris

Mario Kart 8 Deluxe

Keep Talkning and Nobody Explodes

7

Use games **specifically designated to activate learning** (serious games, educational games, news games....)

Minecraft Edu

Use commercial games to reflect on subjects' **motivation** and push them into **spontaneous and self-regulated forms of learning.**

Gerda: A Flame in Winter

Direct use

Indirect use

Critical use

Creative use

Fortnite

Game Builder Garage

Use VG of any kind to activate the exercise of critical thinking about the **content** (media literacy, women's representations, violence...) but also about **one's relationship to the medium itself**

- To exercise **critical and lateral forms of thinking** through VG
- VG as a tool to **exercise one's own creativity** (create new games, new levels...)

2025 EUROPEAN YEAR OF DIGITAL CITIZENSHIP EDUCATION (DCEY2025)

WHY?

The digital environment opens new opportunities to improve access to **quality education for all**. However, it has also brought new challenges to democracy and human rights. Now more than ever, **Digital Citizenship Education** (DCE) is fundamental to empower citizens and equip them with the competences needed to harness the benefits of digital technologies and become aware of their impact, and to learn to navigate responsibly and ethically in digital environments.

The 2025 European Year of Digital Citizenship Education will enhance the visibility and impact of DCE even further, providing a platform for member States to **set common goals, exchange sense-making practices**, measure achievements and define together a roadmap for the future.

Recommendation CM/Rec(2019)10* adopted by the Committee of Ministers raised tahe status of DCE in education systems in Europe, and instructed governments to further develop and promote it including through the **establishment of a European Year of Digital Citizenship Education**.

* https://bit.ly/CMRec201910

OBJECTIVES

The European Year of Digital Citizenship Education will also

- raise public awareness of the importance of DCE in enabling learners of all ages to live in a **digitally enriched world**

- increase understanding of the importance of **competences for a democratic culture**, and ways that they can be developed online

- **link the work of the Council of Europe with that of other organisations**, in particular UNESCO and the EU, on digital education, digital literacy and on the use of emerging technologies (including Artificial Intelligence) in education

- contribute at the level of the European region to the UN agenda on **SDG4** and the global initiatives launched by the Transforming Education Summit concerning the digital transformation of education

- motivate key stakeholders in **public, private and civil sectors** within education to work together towards common goals

The Reference Framework of Competences for Democratic Culture (RFCDC)* is designed to equip learners with the necessary competences to participate effectively in a culture of democracy and to live peacefully with others in culturally diverse societies.

*www.coe.int/rfcdc

ACTIVITIES

- ► A **media campaign**
- ► A **dedicated website**
- ► National and international **events**
- ► New **open educational resources**
- ► A compendium of **sense-making practices**

**National Committees** will implement the Year in their respective countries, by

- ► co-ordinating activities and events
- ► ensuring co-ordination with the Council of Europe
- ► contributing to cross-border initiatives
- ► presenting and reporting on sense-making practices
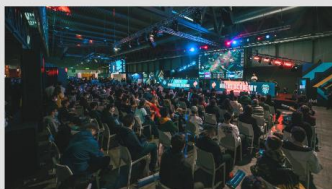
Sense-making practices ...

have a **positive impact** on individuals and/or communities; can be **reproduced** and are **adaptable** to different contexts; respond to **current and future needs** of the target population; are technically, economically and socially **feasible and sustainable;** involve a **participatory process** that generates a sense of ownership; ...

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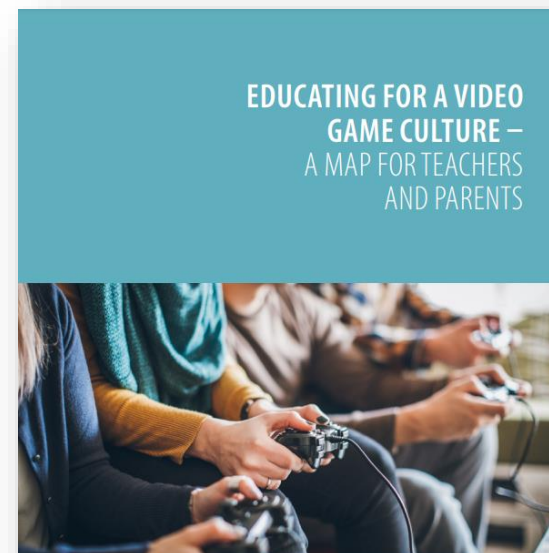
EDUCATING FOR A VIDEO GAME CULTURE – A MAP FOR TEACHERS AND PARENTS

Milan Games Week Panel on Gaming and gender: Towards sustainable gaming cultures

Find here the audio of the panel session!

Download the Factsheet inspired by the session

EduTalks@Council of Europe: Video Games and Sustainable Development Goals

Find here the video of the session!

Download the Factsheet inspired by the EduTalk

EduTalks@Council of Europe: Migrancy, refugees and citizenship representations in video games

Read the Key Highlights of the EduTalk and find more information here

Download the Factsheet inspired by the EduTalk

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VITE EXTRA
Educare a una cultura del videogioco

edizioni junior

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