

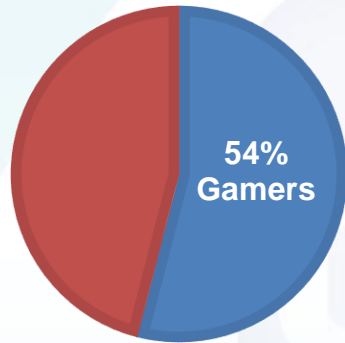


Games in Schools

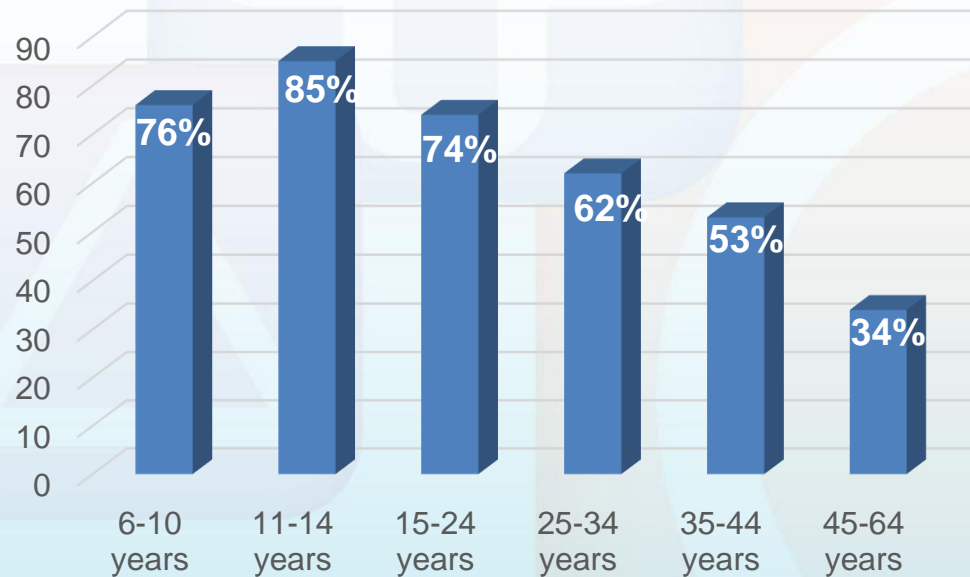
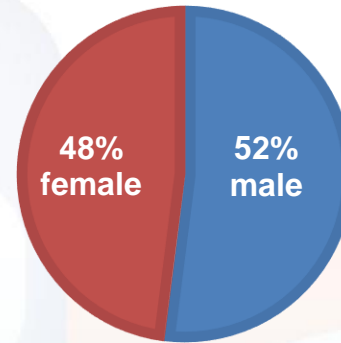
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12 September 2018

Who plays games?



Population between 6-64 who have played any type of game in the last year



Research questions



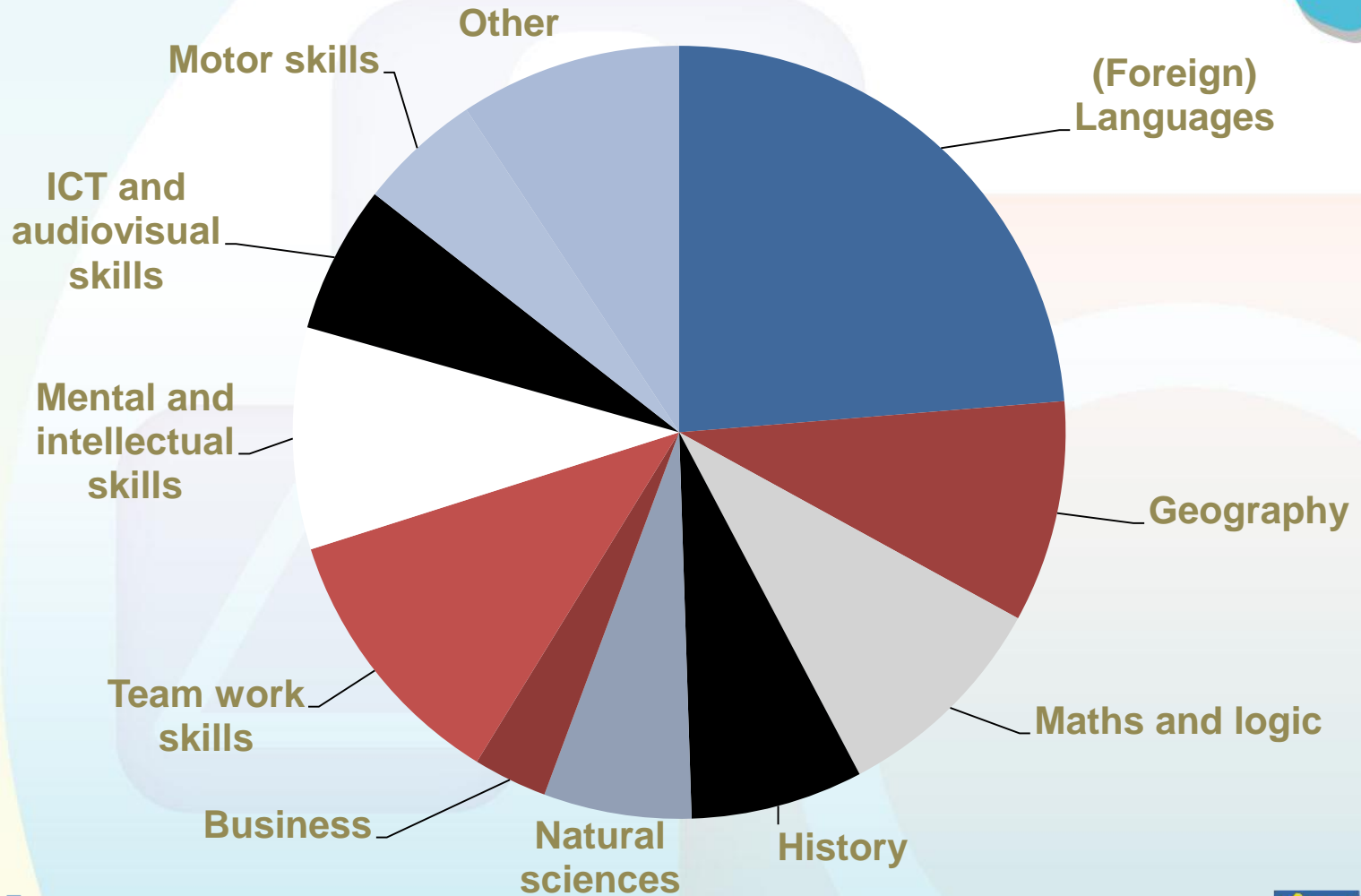
Why are teachers interested in using games?

Which obstacles do they face?

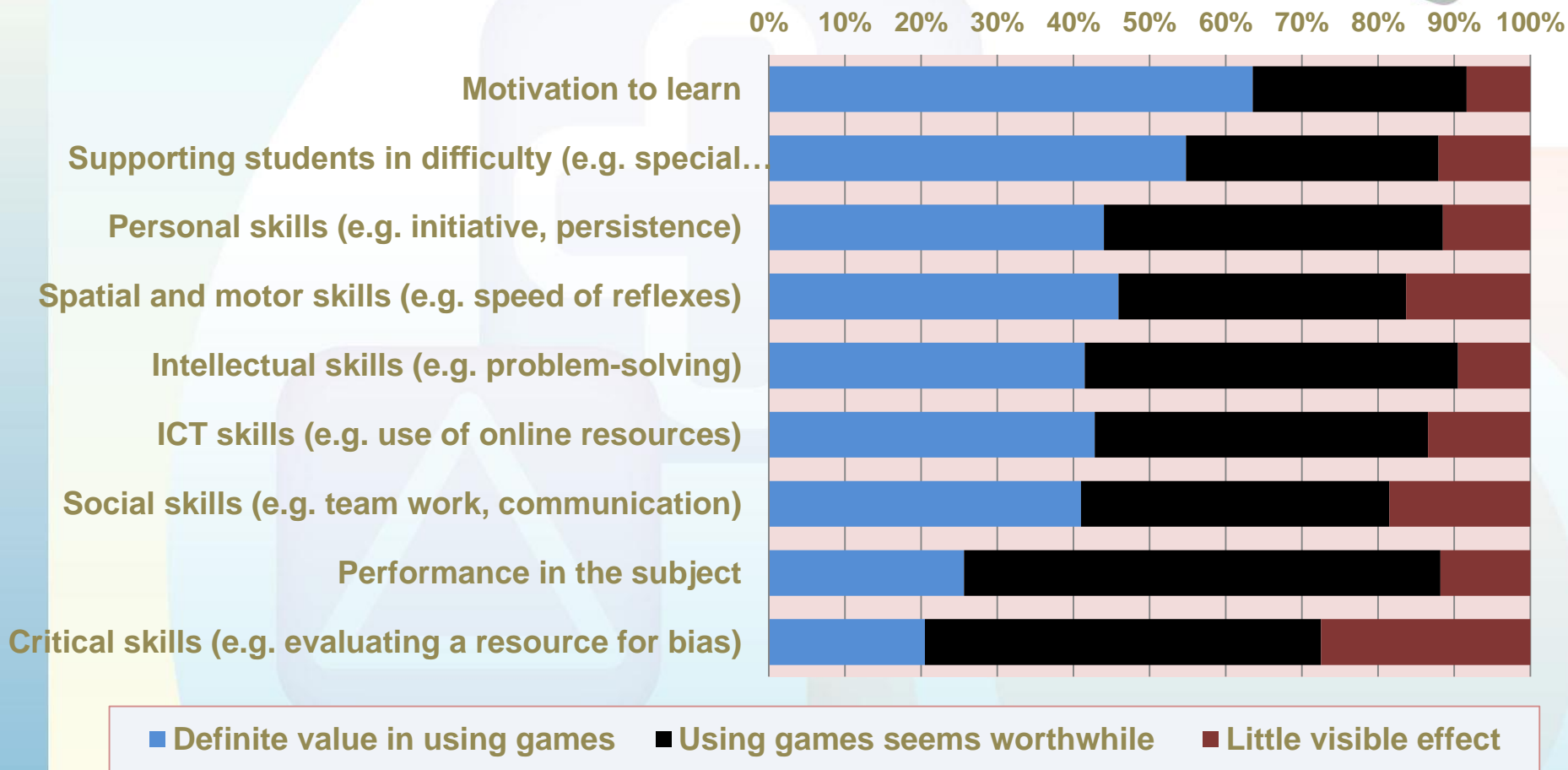
How do they use them in schools?



Subjects and skills for which games are used



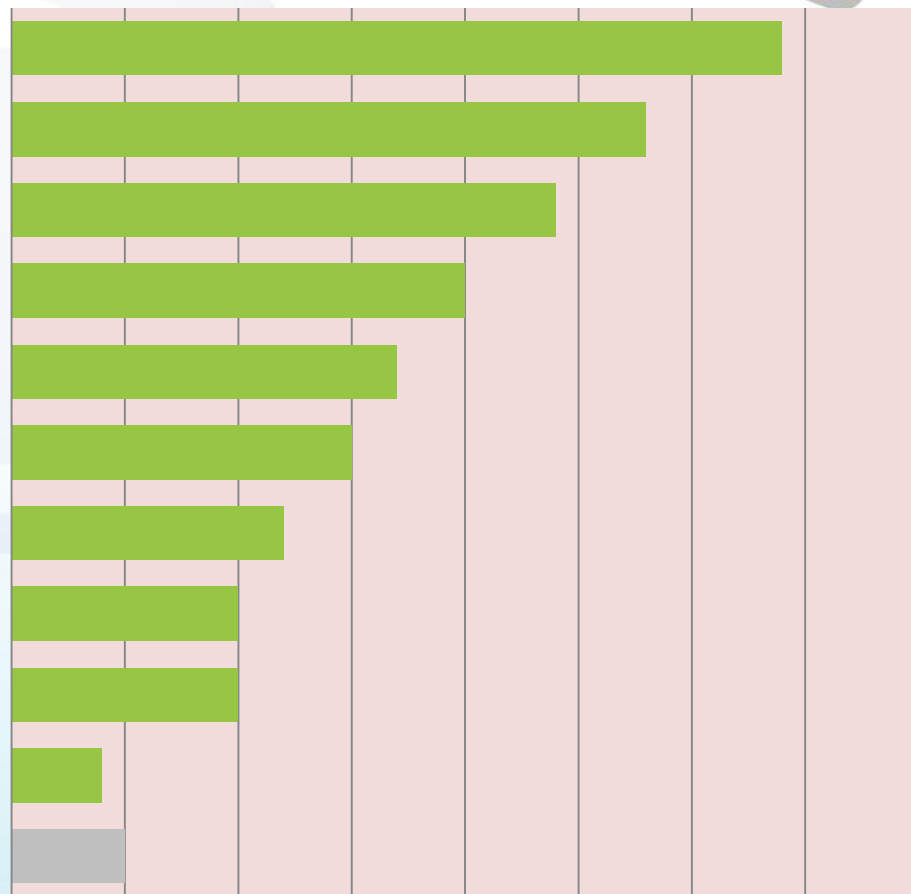
Educational impact of using games



Obstacles for using games in schools



- Difficult to integrate in curriculum
- Insufficient availability of computers
- Negative attitudes towards games
- Lack of time
- Lacking information and support
- Inappropriate behaviour of children
- Technical problems
- Cost and lack of resources
- Problems to fit games in timetable
- Too many students in the classroom
- Other obstacles



GIS Handbook & MOOC



How games help to achieve EU policy objectives



- Games help acquire “Key Competences for Lifelong Learning” necessary for citizens to function in the digital society
- Games are capable of modernizing the teaching methods in educational systems
- Games can support pupils in difficulty and reduce the share of early school leavers