

FACTSHEET

Can video games replace a teacher?

In this guide, we write about all the advantages to encourage teachers and educators to use video games in the classroom. Some could even wonder whether video games could do the teaching for teachers, or whether video games could replace formal education altogether. While this may sound surprising to some, it is good to put it into perspective by remembering how this question arises whenever a new technology is brought into education. Think about how it has been said that computers, robots, tablets, or artificial intelligence could replace teachers or even schools.

The answer, of course, is that video games cannot replace a teacher. Educational video games could in theory provide information to students, and offer them to complete exercises and tests. But a teacher's job is not just about giving lessons and testing students.

Even when we write that games are interesting to allow students to develop soft skills, we do not mean that they are the only tool to do so, and games can rarely evaluate the development of such skills.

Also, as with any other tool, one method might work to teach some students but might not work as well for others. Therefore, video games, even educational games that aim to work on specific points of the school curriculum, should not be considered a one size fits all tool. We only aim to show that video games can be one of the myriad tools that teachers can use in their pedagogy, along with all the tools that they are already using.

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