

## FACTSHEET

### How to engage all kinds of learners with video games

Video games can be great educational tools to **engage and integrate all students in learning**, even those that are usually more difficult to reach because of special educational needs or disadvantaged socio-economic background.



Visual by Memed\_Nurrohmadi

This is because video games:

- are **adaptable**. Students can advance at their own pace, preventing feelings of frustration or boredom.
- are **fun!** This helps to create a positive learning environment and makes students feel good while learning.
- provide instant **feedback**. Students do not have to wait for several days before getting back their results on a test but can adapt their strategy instantly according to the feedback they receive.
- make **failure** a part of the process. Students can learn accepting failures and try again through play, which can also boost their self-confidence.

All of these factors lead to increased engagement in learning, which in turn can have a **positive effect on students' academic achievements**.

When using video games to engage different kinds of learners, you should:

- **Adapt the use of digital games to your students' ICT skills** and not assume that your students are great with anything digital.

- **Choose the video game carefully.** Find out about your students' video game culture beforehand and try to anticipate challenges (e.g. fine motor skills or too fast decision making required).
- **Not use the game directly to evaluate,** but only as a support.
- **Guide your students** and provide a framework to enable active learning through play.

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