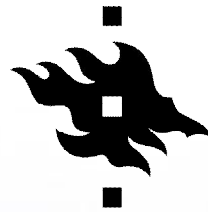


VIDEO GAMES AS DRIVER FOR INNOVATION: EDUCATING WITH VIDEO GAMES

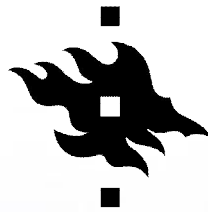


**PROF. DR. XENIA ZEILER
SOUTH ASIAN STUDIES**

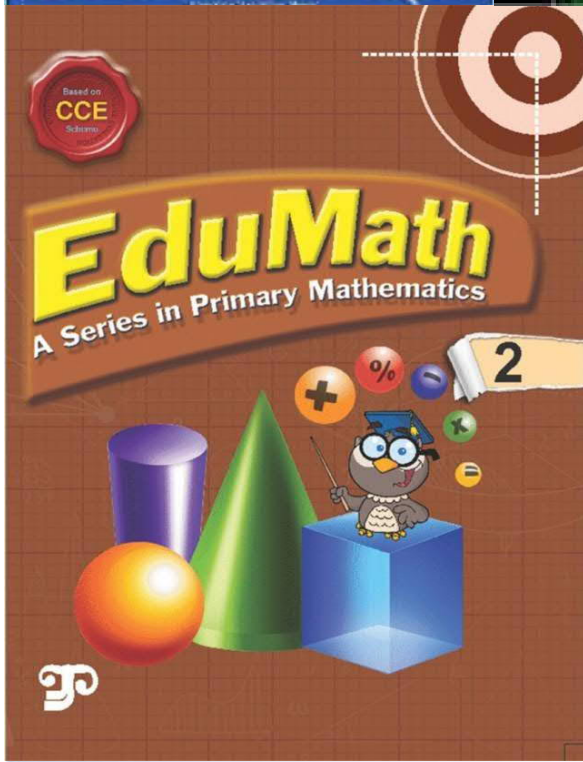
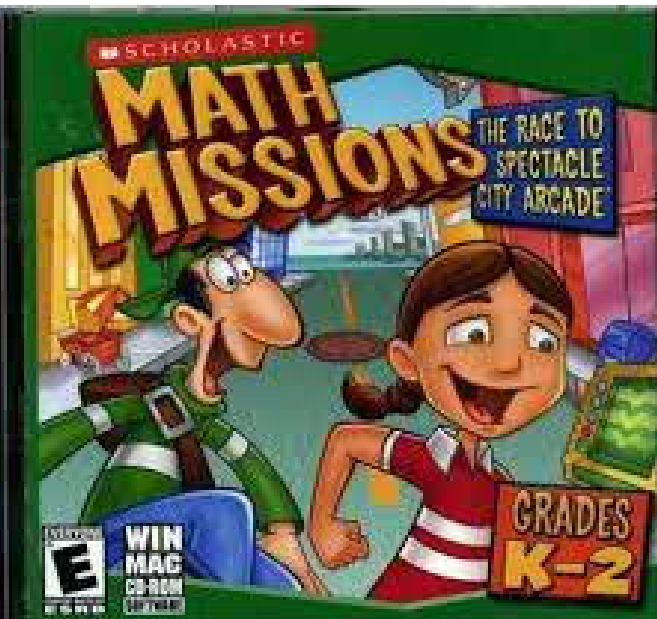
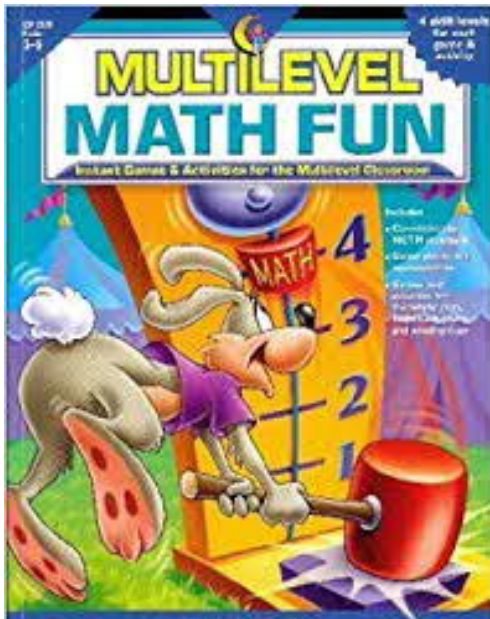
UNIVERSITY OF HELSINKI

EDUCATIONAL VIDEO GAME RESEARCH AND DEVELOPMENT

- “edutainment” (Michael and Chen 2006)
- five claims for using games for learning purposes: development of cognitive, practical, physiological and social skills, and motivation (Mishra + Foster 2007)
- Academic event examples, all in 2018:
 - International Academic Conference Meaningful Play (Michigan, USA 2018)
 - International Association of Smart Learning Environments conference (Texas, USA 2018)
 - IEEE TALE, Engineering Next Generation Learning (New South Wales, Australia 2018)
 - Games and Learning Alliance (GALA) conference (Palermo, Italy 2018)



UNIVERSITY OF HELSINKI



NJOY Learning
Made in India, Made for India

Moral Stories

Interactive Activities

Word Puzzle

H	M	C
A	T	F
P	S	B

★★ HAT ★★

Identify

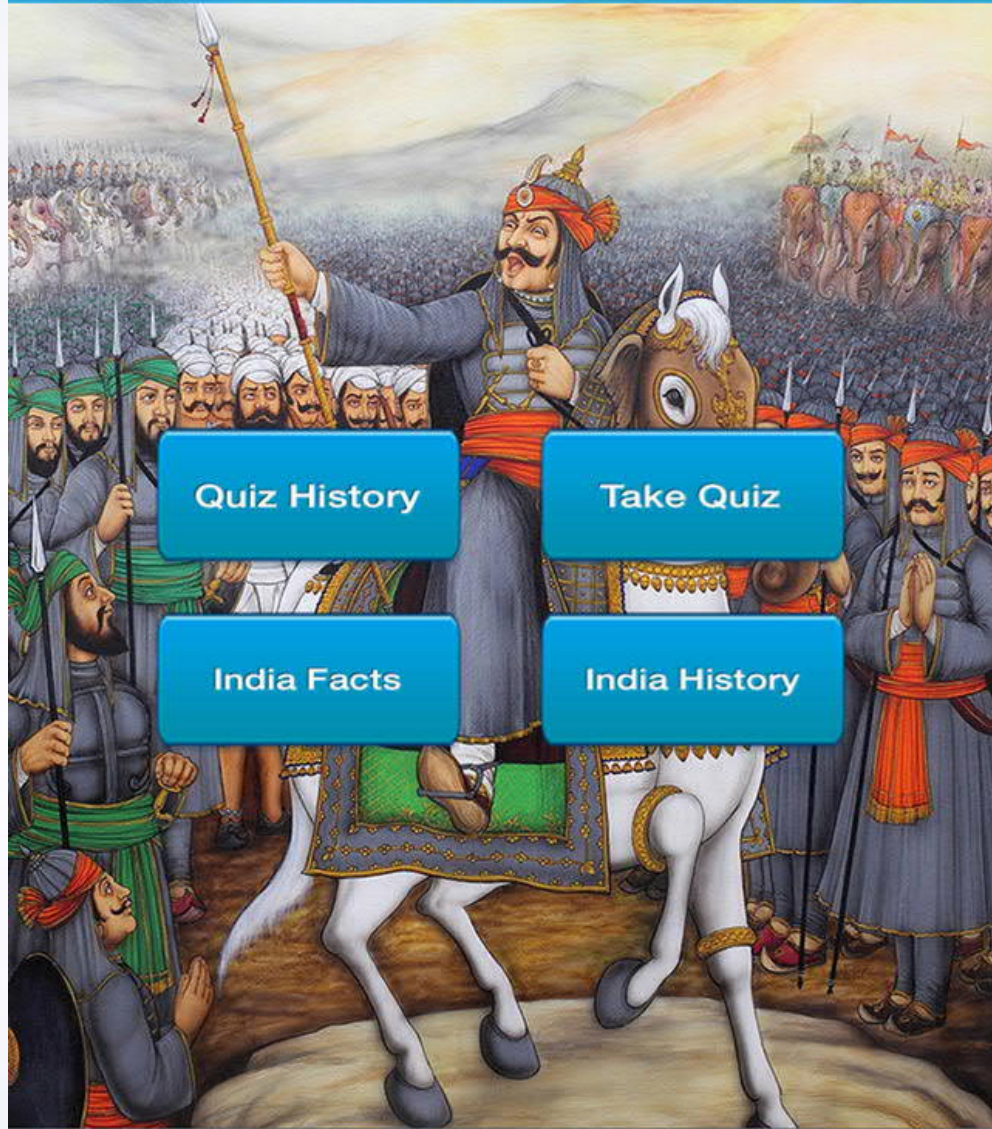
F D E
B C
A

and More.....

Interesting Explanation

Indian History

Learn History & Take Quiz



Quiz History

Take Quiz

India Facts

India History

Home

Settings

Stats

About



MISSING

[About](#) [Game For A Cause](#) [Stencil Project](#) [Programs](#) [Collective](#) [Helpline](#) [Blog](#)



Winner of Nasscom
Indie Game of the
year.

4.3



3,000+ Reviews
500,000 + Downloads



...
I WANT TO GO HOME.



Most trafficked girls never return home. Even if they break free, their families don't always take them back...

■
UNIVERSITY OF HELSINKI



■
UNIVERSITY OF HELSINKI



MASI

TELL ME, RUBY, DO YOU THINK YOUR PARENTS WILL
ACCEPT YOU WHEN THEY KNOW YOU WERE HERE?



DURGAPUJA EDUCATIONAL GAME

! Start investigation to find any clue.



Öffnen mit ▾

nd the missing statue.



rgabe (k)

2:20 / 2:23



