

Games in School

Game based eLearning in Schools
<http://www.virtuelleschule.at/>

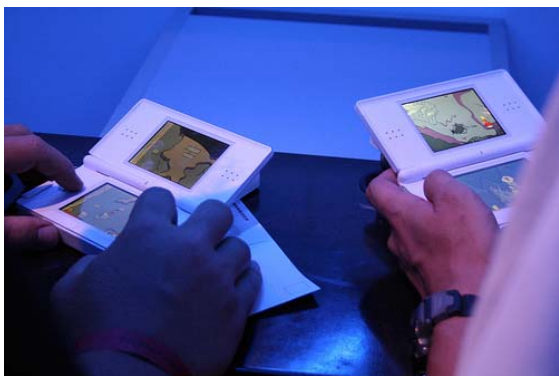


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Adventure games, role plays, arcade, strategy games, simulations, driving games, puzzles, brain gym ... We hear more and more about computer games and they are getting more and more sophisticated, but what is their place in school?

Are they useful or dangerous? Opinions among teachers seem to be divided with some enthusiastic teachers using them effectively, some skeptical and some hostile. What is your opinion?

European Schoolnet is undertaking with 8 European partners a major study for the Interactive Software Federation of Europe (www.isfe-eu.org) on the use of **games in schools** in Europe: video games, computer games, online games that run on consoles, computers, handhelds or mobile phones.

The 8 focus countries are: DK, EE, ES, FR, IT, LT, AT, UK

In Austria the Austrian Federal Ministry for Education, the Arts and Culture (Dr. Reinhold Hawle and Elisabeth Zistler) is in charge of the national "games in school" project.

More information: <http://games.eun.org/>

main facts

Games in Schools in Austria Research and development study

The main goals of the project are:

1. Define 'games' and assess their level and use in schools in Europe
2. Analyze the use of video games as an educational tool, drawing upon existing research
3. Scope a 'critical video games education', including identifying how to build up young people's key competence of digital literacy (more critical and responsible in their video games use)
4. Build up a European community of teachers to share and disseminate their projects and experiences



Win X-box 360 Elites and a pack of child-friendly games by filling in our German online survey about "games in school":
<http://www.zoomerang.com/Survey/survey-intro.zqi?p=WEB227R64SJTL5>

Program

Cooperation with EUN

Project start 2008

Project type

Research and development, study

Target groups

Teachers and Students

Keywords

Games, Science, Technology, Game based learning

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