

Video Games in the Classroom: Education in the Digital Age

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I. Introduction

Innovating new teaching methods has long been the subject of academic research. One of the more well-known examples of this is Reacting to the Past. Despite this research and the potential these new methods show, they are a rare sight in k-12 classrooms. Video games are one such method that has been researched and

theorized about, but thus far few teachers have implemented them in the classroom. This research project investigates the benefits of video game pedagogy as well as the barriers to implementation to assess why experimental pedagogies remain unimplemented.

II. Literature Review

Literature around video game pedagogy focuses on several key threads:

- The potential benefits and advantages of implementing this teaching method.
- The drawbacks of this pedagogy. Most of the drawbacks discussed in the literature around video game pedagogy focuses on issues that arise in the classroom rather than the barriers

that prevent implementation from occurring initially.

- As well as outlining the best practices to help teachers implement video games and ensure their classrooms reap all the benefits.

III. Benefits

- Studies on video game pedagogies and other forms of experiential learning have consistently found that this method engages students more deeply than traditional lectures.
- Video games function as models of real-life situations and events. In this framework students allows students to better conceptualize problems.

This enables students to assess their knowledge beyond word problems which can reveal gaps in knowledge and understanding.

- With the right implementation video games can create affinity spaces where students come together naturally to assess and overcome problems.

IV. Barriers

- Not all students will enjoy and benefit from this type of instruction. Video game should not replace traditional instruction but supplement it.
- The relatively high cost of videogames present socioeconomic barriers which can prevent disadvantaged school districts from implementing this pedagogy.
- Computer labs and video game sales on websites like Steam can be taken advantage of to mitigate these costs.
- Constructing lessons and selecting the correct game requires significant time commitment on part of the instructor
- State Standards and administrative pushback can potentially inhibit the implementation of this method.

V. Application and Areas for further Research

History education can benefit from video game pedagogy more than other disciplines.

- With video games serving as models of history, students can critique the shortcomings of these models.
- This trains students critical thinking abilities allowing them to better assess the bias and arguments from secondary sources.
- Moreover, this will help students outside of the classroom to assess information in their everyday lives. The internet allowing for easier access to information and misinformation than ever before. As such, these skills are more essential

to build in students than ever before. Video game pedagogy remains largely unimplemented. This leaves research into this method relatively limited as its impossible to conduct a large-scale study without a large sample size. The studies that are conducted are generally of individual classrooms. However, these small studies report consistent benefits which are sufficient to warrant further implementation.

- If/when video games become more common place in the classroom further studies should be conducted to reassess these benefits and the most effective ways to implement video games into the classroom.

