University thesis on video games and learning

1.027 risposte

Which continent are you from?
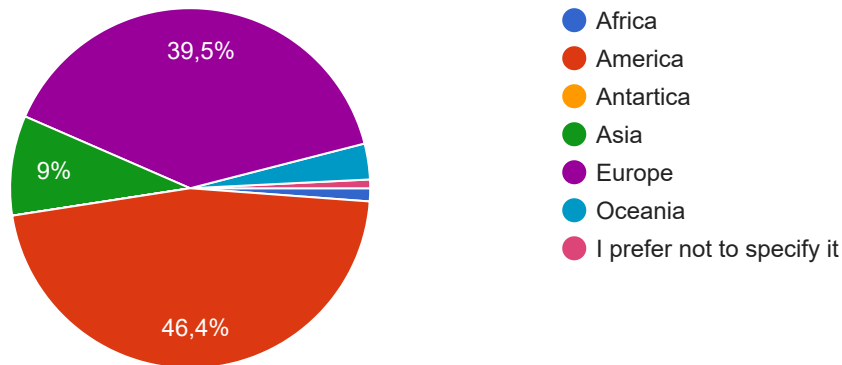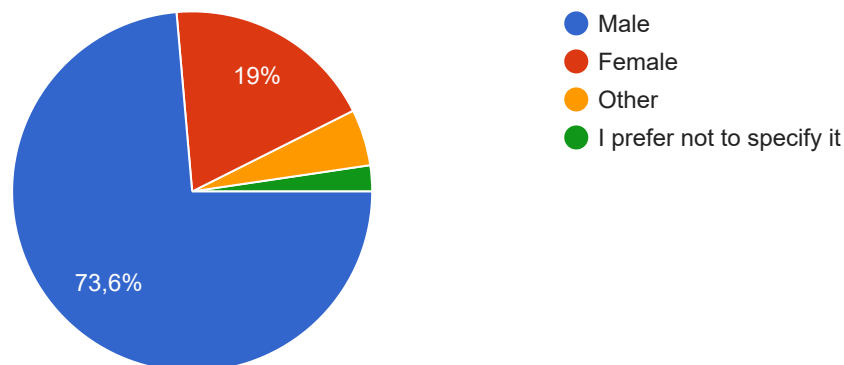
1.026 risposte

- Africa
- America
- Antartica
- Asia
- Europe
- Oceania
- I prefer not to specify it

Gender

1.027 risposte

- Male
- Female
- Other
- I prefer not to specify it

Age

1.027 risposte

- Baby boomers (1946-1964)
- Generation X (1965-1980)
- Millennials (1981-1996)
- Generation Z (1997-2012)
- Generation Alpha (2013-present)

Education degree

Copia

1.027 risposte

- Elementary school diploma
- Middle school diploma
- High school diploma or equivalent
- Bachelor's degree or higher
- Professional training
- None

44,7%

40,3%
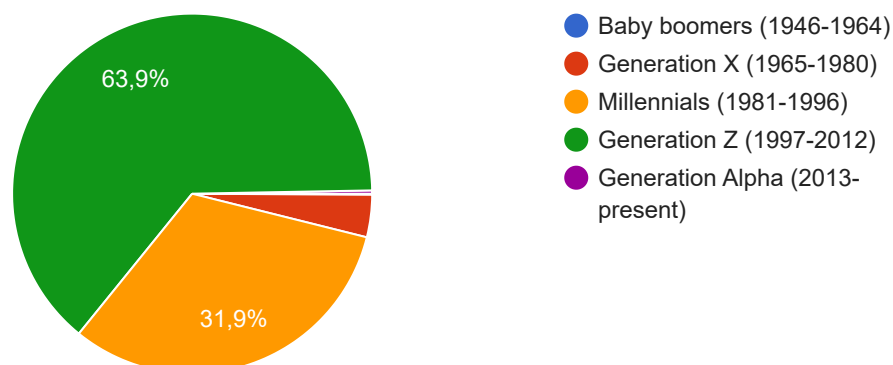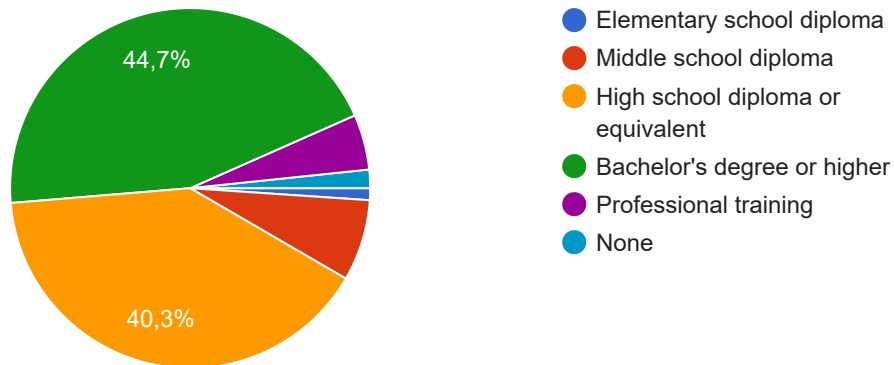
On avarage, how much time do you spend playing video games per day ?

Copia

1.027 risposte

- Less than an hour
- 2-3 hours
- 4-6 hours
- 7 hours or more
- I don't play regularly
- Never

27,8%

11,8%

48%
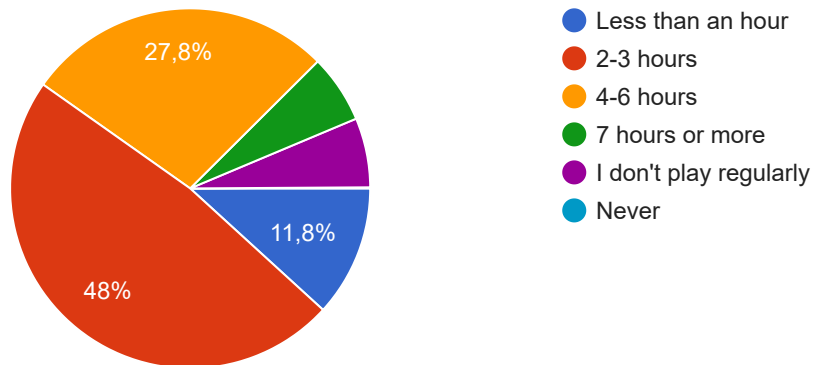
What style of video game do you prefer?

Copia

1.027 risposte

- Single player
- Multiplayer Online
- Both
- Other (please specify)
- None

41,6%

52,9%
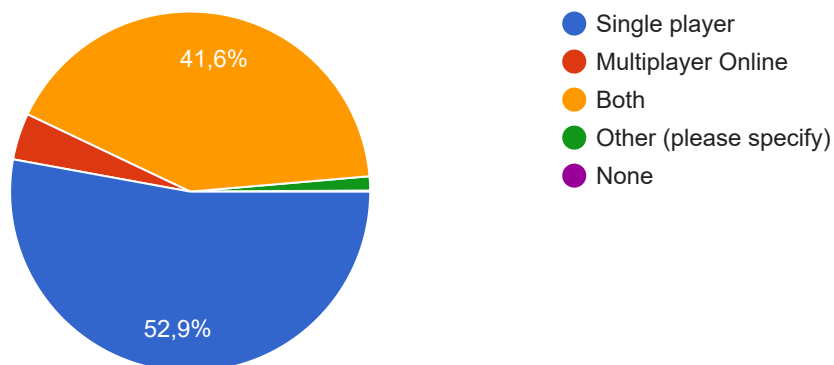
If you selected "Other", please specify here

20 risposte

Single player, local co-op

recently got into pve multiplayer games but still prefer single player

RPG games

no

I like them all

multiplayer online games are just single-player games with variable ai

I didn't.

I didn't, but to explain why I chose single player: While I do enjoy playing with friends,

Single player RPG

Single player, or coop but not MMO

Sandbox/Simulation style games

Single and multiplayer, but tend to stay away from PvP

Singleplayer OR multiplayer Co-Op games.

Singleplayer or co-op multiplayer

Single player and co-op

Single player, Multiplayer/online, Rhythm Games

All types

Horror games or horror adjacent games

N/a

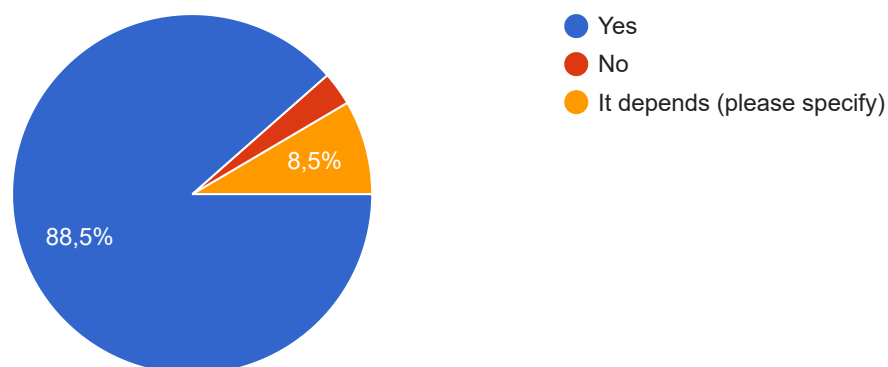Multiplayer games where the multiplayer part is optional

Do you believe video games are a form of art?

Copia

1.027 risposte

- Yes
- No
- It depends (please specify)

88,5%

8,5%

Do you believe video games are a form of art?

Copia

1.027 risposte

If you selected "It depends," you can specify here.

90 risposte

whether if it does spice things up or not

Videogames made with passion and care by the devs, driven by plot, history, a narrative, etc. are art. Videogames produced by the commands of greedy shareholders and "suits" that treats them like the next "churro like product" to sell laced and sprinkled with gambling-like and casino tactics are not.

If the game makes you think something more then yes

If there is a story that drives the game that the player must discover and search for, yes. However I do not consider shooter games (like Halo) the same type of "art" as they don't promote engagement between the player and the game.

your mom

Some are and some are not.

some games are just shovelware

on the person

Video games that can change your outlook on the world and make you feel significant things are art.

Video games can be used as a form of expression for someones art, as one can make a song to hear a message one can make a image to see a message however video vames can be used to explore a message. However there are exceptions, the use of videogames as a wat for developing profit has led to many games either having no form of message or being unable to communicate that message effectively. The answer is a dependable variable on the side of how and what the intention of the creator is.

They can have artistic expression, but not all games do

I don't think video games are an art, but there can be artistic elements in ones play in competitive games.

Interactive stories. Higher engagement. Immersion

I didn't.

It's complicated, because what would you count as art? Would you count the pretty UI of a soulles mobile game as art? There was human effort put into it (Hopefully) so it must count, right? While I don't have the answer to that, I do feel like the games I would call art are those that try to send a message across, like say, a story game

Some video games are labors of love from creative people and some are quick cash grabs

Videogames that show the love and passion of the creator are art. Something like CoD isnt art, yet The messenger and Sea of Stars is.

The video game it's self, No. But if the music, characters, actual art, game design etc is masterful I'd call that aspect of it art

Some games will have a lot of effort put into the graphics or the story, they can be beautiful in a number of different ways and i would consider this art. However, some games are just silly/fun with little to no work on graphics or story and while these can be great, I do not consider them art personally.

Some games can be concidered art, but some are just meant to have fun.

I didn't select "it depends", but I want to use this field to note that this option makes no sense, because the same can be said about any form of art. Video games are either a form of art or not, it can't depend on any particular game being or not being a work of art on its own. If you agree that a video game can be a work of art (just one game, even if it doesn't actually exist in your opinion but can exist in theory), then you must agree that video games in general are a form of art.

Indie video games are art. But the most Popuplar games are mostly commercial in my opinion

Dome games yes, some nah.

What truly is Art? If art is any form of expression then yes.

Creators need to put alot of love into a game

Racing sim

Certain games, some RPGs in particular, have impressive art directing, whether that be in gameplay or cut scenes.

Video games are art the way architecture is an art form. Most aren't but if you put in the effort it can be

Yes, they *can* be art, but many games are formulaic and feel soulless. CoD #2876 is probably not going to be called art. Nier Automata I would say is art. Disregarding any art that went into specific aspects. Only looking at the whole.

Some game developers aim to share an entertaining art form while others don't. It depends on the type of video game.

Depends on the genre of games, I wouldn't call competitive games art but maybe games more focused on story and artwork

Mobile gaming, side scrollers, basic games are not art, but ones like ACV, AC Origins, Ghost if Tsushima are given their beauty and complexity.

Depends on how the game is implemented.

Some games are heavily monetised in a way which detracts from the artistic vision and turns the final game into more of an industrial product.

Depends on the game. Games such as Life is Strange, Red Dead Redemption 2, and Portal 2 that obviously have a lot of love and care put into making them are definitely art. But games that are released for companies to make a quick buck, Call of Duty, most sports games or EA games in general, are not art.

Art is everything that is made with emotions

Games can be art. I draw the line at games being blatantly used as a monetary product (excessive DLC and micro transactions)

It depends on the game, I don't believe a FPS game like Call Of Duty is "art". But a puzzle adventure kind of game where artstyle is a main focus (a game like Life is Strange") I do believe is a form of art

AAA games tend to be mass produced bs. Some indie games might be called art.

If we consider movies and music as art then yes. Personally, I see them as entertainment not the same as art.

Some are too linear to be considered art. Some are for sports. Others are definitely art though.

Some games can be made very well in a way that plays on existing injustices and issues, examples for me would be the Fallout franchise which covers over-consumption and hyper capitalism, and Elder Scrolls III: Morrowind, which covers racism and the invasion and dilution of cultures. However, many games are merely cashgrabs with the sole purpose of making money, as much as I like Valhalla, there are many features that are obviously made for that reason; in-game shop, extremely long story that encourages use of the in-game shop, and the many DLCs.

Art games and certain pieces of games that have cinematic potential.

Video games themselves no but the inspiration it serves as most certainly is.

Some games are artistic endeavors, but many exist just as a fun way to pass the time

There are a lot of art going into games, and a lot of art coming out of games, but I wouldnt say that a game is art in all cases - I have never bought a book of conceptart from games like Fifa and so on, but concept art from the assassins creed games are fantastic.

Specifically in games where expression is possible (Minecraft), and when making games

If you make the game, sure… if you're just playing it then probably no.

Video games are a form of art but not all games have artistic value.

It depends. I know games need to make profit but of the entire focus is on profit, it doesnt turn into art, it becomes like a printed plaatic cup. Video games have many aspects to them. Visual, story telling, system and finally, how they make the player feel. All these are combined to be either a great piece of art or just a printed plastic cup.

Some games are made as a merely a way to make money. I wouldn't consider games like CoD or FIFA art but something like Breath of The Wild would be.

It depends on how you look at the game, some games like rdr2 can be seen as art but could be seen as just another shoot em up by someone else, it truly depends on what game is being discussed

depends on how i see art. i don't normally consider books or movies or games to be "art" but i think they can evoke the same emotion in the viewer as art.

Well some games couldn't be considered forms of art because they are made with money grabbing in mind (think Fortnite, Overwatch etc)

Depends on graphics, character development, and story line, along with creativeness and historical accuracy when applicable.

From corporate like Ubisoft, EA? No. From indie dev/small developer studio? Mostly yes.

It depends on the developer's intention. Video games can be art if the developer pays specific attention to stylistic choices over elements like profit. Art of video games lies in the authenticity of its maker's intentions.

Theres a major difference between true art (amazing gameplay, story, characters) etc and mass produced garbage

It can be art, all videogames have artistic elements, however some videos games specifically multiplayer games are better off being treated like sports rather than art especially at the highest levels where money is involved. Popular games that fall under that category would be games like Counter strike global offensive, Valorant, Rainbow six siege, Fortnite, etc.

I didn't but I lean a little into it depends. Every art form has trash, books have pulps and romance novellas, films have 2000s cheap horror b films... That doesn't take away from the art form nor the amount of work put into the most pitiful of releases, but the issue is with the industry. The film industry took like 50 years to really get into its groove and gaming peaked in the 2010s. since then its become a monopolised version of the roger cormac business model. sorry for the rant.

I think games like Dark souls or Last of us are art because they are made with passion and loved by its creators but things like call of duty are not art in my eyes.

Some of them are amazingly crafted works with great stories... then there's sports games

There are a lot of games considered art but there are a lot that are an embarrassment to the industry all together

it uses art to build an experience that is regulated by rules/gameplay. If the art surpasses the impact of the gameplay or rules, i believe it is art. For example, games like journey or firewatch in which music, writing or visuals take over the experience, for me its an art game.

Game series like guilty gear and nier have a ton of story and music which i consider as art but there are games that aren't so in depth with story or lore

Art is a tough thing to categorize because it oftentimes depends on what a person considers art and an artistic endeavor. I consider videogames to be art, but they can be art in different ways: a game with an excellent story and atmosphere is art, as is a game with great gameplay and replayability, but they are going for two very different experiences that makese categorizing them both as the same kind of art difficult. It is sort of like asking whether movies are art, since all movies are artistic works but there is a difference between a generic action movie, a tremendously good action movie, a horror movie, an experimental film, etc. Overall though I'd say yes games are art.

It depends on the game, intentions of developers, and definition of art.

It depends on the type of game

It depends entirely on the game. Journey or breath of the wild are works of art, but the stuff EA makes is nowhere close, just a cash grab.

N/a

Some games can just be a way to relax your mind eg games that require you to just button mash. But there are other games which has some real work beyond the gameplay put into it

It's a stretch to call games in general a form of art, I don't consider blank canvas or banana taped to a wall to be a form of art same as I don't consider generic first person shooters to be art. Games with beautiful original graphics or deep story on the other hand, I think are a form of art.

Yes. Button was not working.

Some games are more an experiance like jounrey. I think its art. Some games are more like an interactive mivue like cod. Other games are more book like or story driven like firewatch. I think concept art is art. Elements of games are art. Coding is not really am art.

It depends on the game. "Alan Wake" (both parts), "The Last of Us" (both), "Nier Replicant", "Nier Automata" are definitely masterpieces. But such a crap like dota, pubg, fornite, csgo... this shit should not even exist)))

I think video games can be form of art, just like anything else. What makes something "Art" to me is the intention and emotion behind it. I wouldnt call the latest Call of Duty art, but I would call something like Hollow Knight art.

It depends to genre you play action games for example doesnt really feels like its a form of art but i think story based games are form of art

Nier: Automata, Metal Gear series, Silent Hill series are a form of art and many other games, but most of the games in the market are about fun and entertainment.

If the project is made with the intent of being artistic

It's not a form of art, but it has a lot of art in it, if it was a form of anything it would be experience / story for single player, multiplayer some call it a sport but that's a stretch but definitely testing, entertaining

Videogames were designed to entretain and with time became a mainstream form of It, meaning that It could be considered a form of passtime like an sport but not arte like music. However, with the Evolution of videogames there have appeared authors and studios that have profited from the unique form in wich videogames comunícate with their audiance, since the consumes are not merely spectstors but players in the game. The arts that are well known all started being a method to transmit something: emotions, history, values... These also became in some way a form of entretaiment but still remain art since their original purpose remain the same (cinema would be the most usefull comparison). So basically videogames can become art if they use wisely the tools of the sector to transmit the said things before, if not, then a videogame is a merely form of entretaiment to consume. (Sorry if there are any mistakes, not native english)

I think it depends on the messages that the videogame I'm playing want to deliver. For example a videogame like the metal gear saga can be described as a form of art because package (music, art style, story) are well made and deliver strong messages. Meanwhile if I think of mobile games (free to play principally) like Clash royale we don't have a defined concept of art associated to this type of game even if there are creatives involved in the development process. Furthermore in a mobile free to play the main objective for the company is to produce a surplus, increase revenues. Instead in a story driven avventure I think that the creatives are more involved into delivering a product that can also have an impact to the daily life of a person and let her think.

Some games are art, some are not. Games like "The Beginners Guide" I would call art because they have something to say, but many games additionally have no deeper meaning and are just fun for fun's sake; those I wouldn't call art. Not in a bad way to clarify, many of my favourite games are not art in my opinion.

What game represents itself story-wise and art direction-wise

Games aren't inherently art, but creators can make them art.

Some are art, some are just a developed product.

It depends on how one views art. There is a sense of artistry in the medium but some games arent there for their artistry

I think some games transcend the medium and are ALSO art. But definitely not all games.

Many video games are made to be art, many are made to be entertainment, and many are made to be something in between

Some games are just there to pass time (mostly phone games or some online games just to be played for fun with friends) but others are pieces of art in their way, because of the world or the music (the general ambiance and/or story). Or some old gamed who started some "rules" that we consider basic in today videogames

Is there a video game that has taught you something useful for your academic or professional education?

⧉ Copia

1.027 risposte

- 🔵 Yes
- 🔴 No
- 🟠 I don't know

47,1% — Yes
27,6% — No
25,3% — I don't know
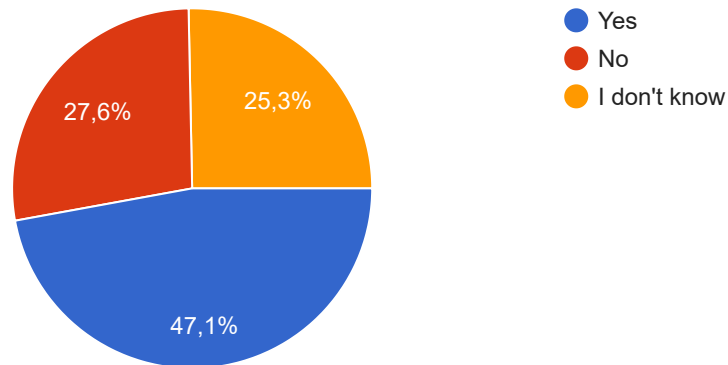
If you pressed "Yes," please write which video games have been more useful to you.

446 risposte

Factorio

Assassin's Creed

Red Dead Redemption 2

Minecraft

Assassin's Creed Odyssey

factorio

Nier Automata

Assassins creed

Assassin's creed

Assassin's Creed Odyssey

Undertale

I don't need to have anyone believe in me, make me happy, I can do it myself and nobody can make me happy the way I can.

Its really hard to explain but some games especially story based ones like nier have gought me empathy more than anything and to see both sides of any situation it may sound stupid but changing characters ingame and seeing different perpectives has really thought me a lot and fromsoft games genuinely make me feel dedicated to something, basically teaching persistence

Games in general got me interested in tech which is my current field/profession

brain age on ds

I know AC Odyssey isn't exactly historically accurate, but the parts in it where it is based off of real history is something I've learned from. I'm a huge history nerd, and it's been interesting to play and learn about different events that actually happened.

I like roguelite games. If I have to specify I like Risk of Rain and Isaac series.

Red dead redemption one and two Battlefield 1 NieR automata

Video games are very useful to enhance your reaction time, memory etc.

Skyrim, I'm kind of a weirdo, but i love reading the books you can find in skyrim!!!

Age of Empires

English language

as a game dev, playing many different games has taught me all kinds of stuff relevant to that trade

The games from the Elder Scrolls series (in my case, Morrowind, Oblivion and Skyrim) made me want to learn how to code, because you can do very awesome mods in them (mods are modifications to the game). That led to me gaining an interest in coding, studied it and ended working in it (but nothing related to games, i just do things related to games a as a hobby). About a videogame that directly taught me something... the games portal 1 and portal 2 are excelent puzzle resolving games, which makes you think a lor outside the box (critical thinking). Then a lot of games improves reflexes, visual acuity, critical thinking, perform under presure, etc.

Assassin's Creed II taught me about the Italian Renaissance

Civilization 6

Learned English with Animal Crossing New Leaf

Assassins Creed Odyssey

I played Assassin's Creed: Valhalla while taking a college class on early British literature. I found the details of the game not just accurate, but helpful in understanding the material I was reading.

Engineer here - so games like Kerbal Space Program and Space Engineers taught me a lot about that type of stuff! Flight Simulator, too.

My MMO experiences have honed my social skills and helped me figure out how to approach professional situations when working with people.

Slay the spire, halo reach, minecraft

I learned how digital circuits work by building redstone circuits in Minecraft

Jrpgs helped ne learn English when I was 12-16 years

Civ

Elden Ring taught me to start saving money better, was never taught to save by my parents. Elden Ring was the first souls game i played, since playing it i finally understood the why

saving money was important.

An easy answer would be Scribblenauts Unlimted in my youth for learning different words and creative applications. Otherwise, several games have built general knowledge, such as the Civilization strategy games, learning about history and military strategy I'd never know much otherwise. As for game communities, playing earlier day in Team Fortress 2 and being involvede in the trading community (trading virtual items for other things and negotiating and trading up) helped me learn a lot of business skills at a young age and contributed me to getting my major in business

vocabulary, communication, organization, and management

I study literature and I found references to Slavic literature in The Witcher that prompted conversations about how literature is engaged with beyond the classroom. Assassins Creed Odyssey also gave me helpful reference points in Greek history that I found helpful when discussing novel origins and the epic genre.

Many puzzle games such as Myst, Outer Wilds, and Portal have helped me develop skills to solve problems by seeking information and approaching situations in different ways.

Assassin's creed 2, Dragon Age series, Baldur's gate 3, Assassin's creed 4, Cyberpunk 2077, Kingdom Come Deliverance, Red Dead Redemption 2

How to explore the upper and lower limits of a virtual environment. This aids cyber security research, QA testing, and more

Tibia, Starcraft 2, Tomb Raider

Modding gta series

Problem solving, empathy, history

I believe my interest in modding games such as Minecraft has supported my problem solving skills, and made coding based classes much easier.

Maybe not academic per say, but early RES and Silent Hill helped me with problem solving and patience

I've found that strategy games, where you are required to do several things at once, have been helpful for getting better at prioritizing tasks in my professional life.

amogus balls ohio skibidi gyatt rizzler

ac odyssey

FIFA, Assassin's creed, Genshin Impact

souls series

Death Stranding, Assassin's Creed Series, Gran Turismo 7

I learn english and japanese from video games

Dark souls and souls like has changed my personality alot, I can proudly say that these games made me stay more consistent throughout my coding journey

the assassin's creed franchise with its historical facts

Assassins creed has been great for history, elder scrolls for vocabulary, so many more

minecraft

Phet programs

Assassin's Creed Series

Assassins creed has taught me most of my competence in history

Assassin's Creed, Ghost of Tsushima and Kingdom Come: Deliverance for history. An untold number more for world building in story telling

Many games have pushed me to simply being a better person with a more positive outlook on both life and people. Especially Final Fantasy games such as XIV and XVI

Problem solving, history, reasoning, empathy, socializing, cospatial-awareness, focus, communication, morals, physics, computers, etc

I think that solving unique puzzles from an early age gave a logical ability that allows me to participate in more complex thinking

Pokémon

Video games taught me a bit of English. They also kept me up to date on math. I also wanted to make mods (modifications) and this sparked my programming spirit. That is kinda relevant because I am studying AI, right now.

Games usually help me with learning about history or other cultures for example Ghost of Tsushima which both gives information about about Japan's current situation during that time and also about their culture. There are also games for mythology such as Assassin's Creed and God of War. There was also a mobile story game I played called "Pechka" it's not popular but it takes place during the 2nd World War and gives a lot of historical information about that time. There are also real people mentioned as characters in the game along with the fictional ones and give us the opportunity to know about their roles on the events or other informations. Games also helped me improve my language skills. I find games a useful and fun learning way especially for history.

Any assassins creed game

Real-Time Strategy, StarCraft in particular

Satisfactory, Factorio, etc have provided time management skills.

Factory games, while not strictly educating me, did help me appreciate laying out plants, leading to my current occupation as a student of production technology

final fantasy 14

Assassins Creed

Persona 3 Portable, Metalgear Solid 2, Yume Nikki,

Sid Meier's Civilization has taught me about other counties leaders and cities names

I believe every video game has taught me vocabulary of various languages, also, I am now more comfortable and confident when I need to make a decision.

Civilization 5 and 6. For international studies.

Thanks to videogames I learned english, so every videogame. Maybe a specific one: gran turismo taught me things about driving.

Genshin & Nier Automata (the comparison of how models are sculpted & the diff in polymesh count between games meant for different platforms, mobile vs consoles)

Assassin's Creed 4.

Puzzle games, e.g. Portal, A Little to the Left, and Escape Academy, help expanded my lateral thinking skills on various time constraints. Such being, Portal has no time constraints and gives you a vacant space with obstacles to overcome. You could spend an hour there if you wanted to. Unlike Escape Academy, where you are under pressure, and have to absorb information quickly to perform satisfactory.

All games have a degree of diagnostic problem solving that has helped in my career. Also many feature some type of resource economy that has aided in my abilities to project task/project roadmaps.

Disco Elysium

Dark Souls I-III

English is my second language and video games help me a lot to understand it, so I can't choose and specific video game for that

Video games in general got me interested in programming. Currently I'm in my first year of uni completing a diploma in software engineering.

Probably Minecraft because the stacks of 64 when I was younger and split them helped me with math. Going from 64–> 2 stacks of 32 —> 4 stacks of 16 etc.

Management and strategic games

It's now about knowledge acquired from video games. There is a curiosity and pattern of practice that has been developed in becoming top .5% in many different multiplayer competitive games. When you become one of the best is a handful of different things, you can apply the same methods to improve in anything.

Assassins Creed Odyssey

There are games that discuss themes and events. Xenosaga, Xenogears, Soma,

TFT, World of Warcraft, Overwatch, various

It can be bit messy and still work / pass

Many things, but mostly history and geography

Elden ring has taught me to slow down in life and enjoy what's around you

Games like: God Of War, Assassin's Creed and many others. Even though they may not be 100% accurate, still taught me some thing.
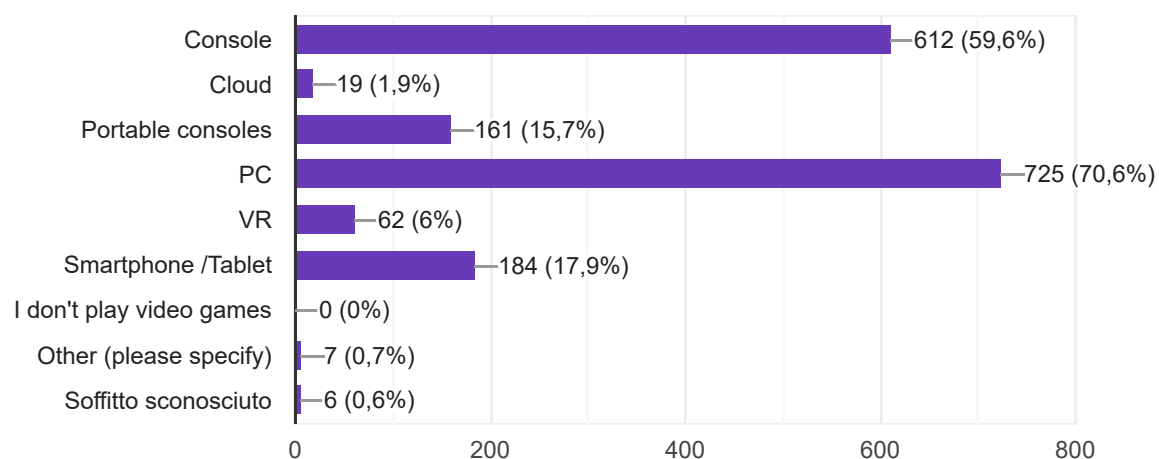
World Of Warcraft

World of Guns

Parasite Eve actually helped a ton with understanding how mitochondria works - not the mutation stuff but for biology super useful

Altre 334 risposte sono nascoste

Which device do you prefer when it comes to gaming?   ⧉ Copia

1.027 risposte

Bar chart showing:
- Console: 612 (59,6%)
- Cloud: 19 (1,9%)
- Portable consoles: 161 (15,7%)
- PC: 725 (70,6%)
- VR: 62 (6%)
- Smartphone /Tablet: 184 (17,9%)
- I don't play video games: 0 (0%)
- Other (please specify): 7 (0,7%)
- Soffitto sconosciuto: 6 (0,6%)

If you selected "Other," please specify here

9 risposte

Equally split between console/PC

BALLSBALLSBALLSBALLSBALLSBALSL

All.

Portable console pc

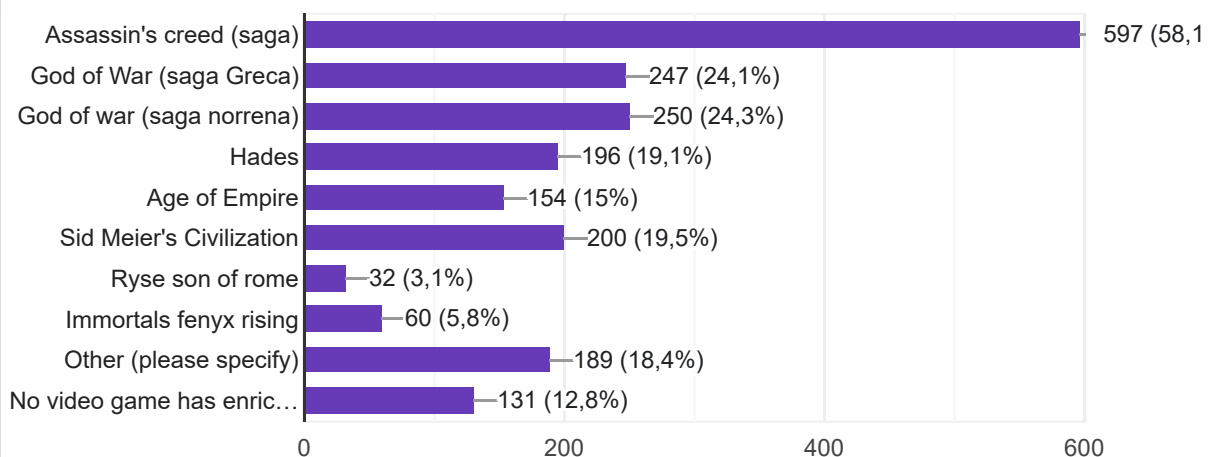Mac laptop

N/a

Gaming laptop

If I can't pirate it I don't play it.

Consoles, but only Retro.

Which video games do you believe have enriched you culturally regarding mythology or history?   [Copia]

1.027 risposte

If you selected "Other," please respond here

192 risposte

Witcher 3

Kingdom Come Deliverance

Hearts of Iron IV

Age of Mythology

Crusader Kings 3

The Talos Principle

Crusader Kings

Kingdom Come: Deliverance

Genshin

Total War

Total war

Vampyr, Tomb Raider,

Red dead redemption two and native Americas culture

Empire Earth, games about WWII like medal of honor and call of duty, Jade Empire, Enslaved: Odyssey to the west, Titan Quest, Total War games, Samurai Warriors, Sekiro: Shadows die twice.

Paradox Interactive grand strategy games

Mount and blade + expantions

Hearts of Iron 4

Persona series, Final Fantasy series, Touhou series

Code: Realize

PLEASE add The Witcher games to this list. They are very culturally significant and have promoted the study of Polish and Slavic folklore and mythology

Any WW2 shooter had helped me regarding history.

Empire Earth, Age of Mythology, Impervm

We Happy Few - set in 60s London, mostly a guide on what would happen if the Germans won WW2 but explains in depth how humans and governing bodies would deal with mass PTSD

witcher, SSI gold box games, Fallout 1

Middle-earth: Shadow of War

Heroes of Might and Magic III

your mom your mom your mom uyour mom

Panzer general

The Persona series (Persona 3, P4, P5)

Red Dead Redemption 2 in terms of history

I know alot about Chinese culture thanks to genshin impact and all the small events they do and a person on reddit writes 4 paragraphs explaining it's cultural significance

Mount and Blade Warband, Devil May Cry, Yakuza

Paradox Interactive map games (Hearts of Iron, Europa Universalis, Crusader Kings, Victoria)

Mario is Missing for the SNES

Total War series

It's not the game itself that did it, but the game got me interested to do some research.

War Thunder, Nier Automata

Hearts of Iron 4, Victoria 2, Europa Universalis 4, Total War Shogun 2

I would say games like Battlefield 1 or even any good ww2 games .It gives each player a chance to not perfectly and faithfully see something as it was as any media , but it can still try and express the emotions and the way of war in that period of history.

Almost all games have something to tell. The Witcher series have a lot of mythology. Almost all war games are based on history aswell.

Europa Universalis Series, Hearts of Iron Series

The Forgotten City, Nancy Drew Games

Splatoon has enriched me on culture, specifically the third game.

Noita, TBoI

Shin Megami Tensei is the only one that has an adequately in-depth exploration into a wide variety of mythologies

Forza, providing history on the automotive industry. Valiant Hearts and Battlefield 1, providing insights on World War 1. Okami, for loose insights on Japanese folklore and myth. Art of Rally, for some light history on the sport of rally racing

I didn't.

Hearts of Iron 4; Crusader Kings 3

Red Dead Redemption 2, set in the dying days of the Wild West in 1899 is an incredible experience that's historical accuracy is unmatched in any other gaming experience.

Age of Mythology, Kuon, We Happy Few, The Forgotten City..

Minecraft

Battlefield 1 taught about WW1, smite taught me about mythology

Usually strategy games like Europa universalis, or the total war series.

Undertale a teensy bit because there's a little mythology involved there.

Portal 2 has a lot of references to the story of Prometheus

Wolfenstien

DEFCON

Jurassic World Evolution and Ancestors are both games that have broadened my understanding of animal history/evolution.

Battlefield 1

sakuna of rice and ruin

References to works of famous philosophers, such as Sartre, in Nier Automata. They aren't very informative, but inspire to find out more about the topic.

Red dead redemption series

Persona, Like a Dragon, Final Fantasy

The Binding of Isaac, in regards to christianity

Early Call of Duty games, world of warships, for honor (in a way)

Fallout (Fictional timeline and world, but offers an interesting view on post WWII culture in the US and has gotten me interested in learning more about it.)

Red dead redemtion 1 and 2

Sid Meyer's Pirates, Total war: three kingdoms

Far cry Primal

World of warship taught me so much about WW2 and how mentalities evolved at that time

Anno 1701

The Uncharted series

Legend of tianding

Genshin impact

Valiant Hearts: The Great War

Ghost of tsushima

Shin Megami Tensei franchise

Red Dead Redemption 2

Sacrifice 2. Didnt educate me itself, but directed towards it.

Metal Gear Solid 1-3

RDR2

The Witcher 3: Wild Hunt

The Great War: Western Front

Ghost of Tsushima,

Final Fantasy (many aspects sourced from various mythological pantheons)

Dominions saga

Persona games regarding Japanese culture.

Persona series

Final Fantasy games

Age of history II

Touhou Project series

Like a dragon

Okami, Sekiro

Ultrakill, Warframe, Dark Souls/Elden Ring

age of mythology

Can't specifically remember

Kingdome Cole deliverance

Hearts of Iron IV, Kingdom Come Deliverance
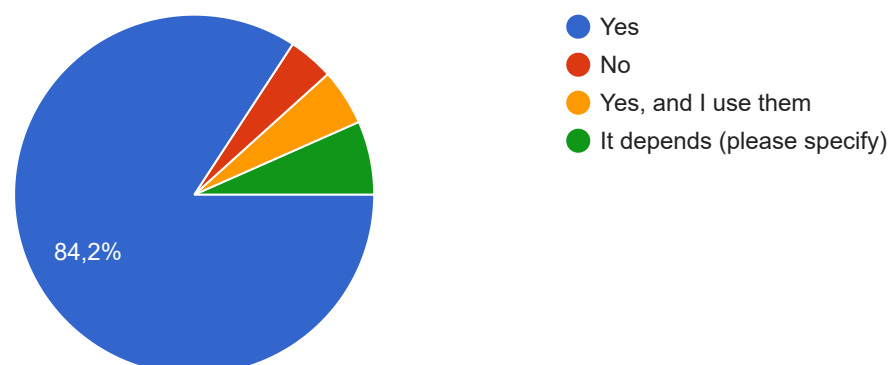
Europa Universalis IV

Steambot chronicles, final fnatasy series

Altre 76 risposte sono nascoste

Copia

Do you think it's possible to use video games that have not been designed for educational purposes as educational tools?

1.027 risposte

- Yes
- No
- Yes, and I use them
- It depends (please specify)

84,2%

If you selected "It depends," you can specify here

73 risposte

Depends on the videogame story and topics

anything involved violence can't be used as learning

Unless is specifically designed so you can learn about science and maths in the game; which is very difficult if not impossible, yes, you can use games for educational purposes in different areas.

To provide some full complete knowledge the game should have already become something else then a game.

I mean, there are things that barely qualify as video games that have absolutely no educational value. I think of crappy mobile games. But there's many more video games that can help with all sorts of things: leaning/relearning micro motor skills, learning about history/science, etc.

I think it depends on the context they are used in, what setting and if they are being used to supplement education (in which case I agree) or replace (in which case I wouldn't)

I feel that it's possible for games to be used educationally, but it would likely be very rare, given that games are mostly designed for fun.

big balls ohio gyatt

Most games can probably be used for this purpose, but a few are more nonsensical, or are purely just for pleasure (Placid Plastic Duck Simulator for example)

Sometimes, you need to adapt certain games to be used as education tools. Like Minecraft. Some of its aspects are just for fun and challenge. But it was adapted into an "Education Edition". Other games can't be used to this purpose at all, like Fortnite.

Assassin's creed unity had France so good that the government showed an interest to obtain the models to create to recreate notre-dame, although ubisoft declined giving them the models

A creative mind can always come up with something clever

When using video games as an educational media you have to ensure you are careful in choosing which parts you're using. Video games, although getting better, are still very much dominated by a predominantly white perspective on things which can something be harmful to other groups history or culture. An example of this would be in Assassin's Creed Origins. Although the game has the discovery mode, a great educational tool, it also perpetuates the idea that an alien-like races helped build some of Egypts oldest monuments, a belief attributed to many non-European monuments in the world. Games could be a great tool, but the instructor has to be careful what parts they'll use

If the person using the game as a tool is knowledgeable on the subject before playing and knows that the game has accurate things in it, then yes it can be used.

Gaming should be how we learn all things at this point. I used to play a game called math blaster or something to that effect. It required very quick solutions to numerous equations in rapid succession. I can calculate in my head most things i need with relative ease

modifications could be made

Games such as the telltale series can be used to demonstrate the importance if choices and the impact of comsequences

Certain games like shooters are not educational, but games like Minecraft can and are used as educational tools.

No game can be 100% realistic, there are no respawns in real life.

Any type of media that is loosely based on reality may spark an interest to learn more about a subject in someone.

If using a game set in historical times, comparing the liberties taken with the history with the real occurrence, can teach history. Using themes in video games to discuss literature. Discussing game mechanics to understand gradual.

If to be used for history, per se, make sure to fact check everything first

I didn't.

I suppose any moderately complex videogame could help a person develop better problem solving skills

Depends on the target audience and the contents of the game. For example, you wouldn't teach a kid how to speak by throwing them into a Call of Duty lobby and hoping for the best.

Minecraft education in programmin

It depends if the game has any actual force and meaning behind it.

Idk hard to say

While I believe non-educational games can be used for education, I think the field of which that is applicable is small. Other than behavior analysis or video game development, I'm not sure anyone would want to use a non-educational game for education rather than entertainment.

If a game have enough educational value in it, then yes. Not all of them do, but that is another question.

Some games, like the Assassins Creed games, (specifically the ones I've played are black flag, Odyssey, and Valhalla) have a historical and mythological aspect to them that is educational. But nobody is learning building or physics from Minecraft.

Depends how real/fantasy the game is.

Greatly depends on game and context of lesson

If we use them in conjunction with other means of education, it could be a great way to get someone excited to learn about something. Although obviously you can't give a kid a copy of Red Dead Redemption 2 for example and expect them to learn all about the Wild West

Talking about the Assassin's Creed saga, doesn't show exactly what happened in history AFAIK, it takes characters from history and adds them accordingly to the Assassin's history, but this interaction between a fictional character and a real-life character could spark the curiosity of the player to look up information about that real life character's life and work

There may be some parts of the game that can be used for educational purposes but not all of them. You can learn history on some of the games but it needs to be supervised as not all of them are accurate. There's also a possibility that people can also learn more on subjects like Math when he dives into the deeper mechanics of the game. Like how damage is calculated in competitive games, physics in racing games, or calculating basic probabilities on virtual card games.

I think games that show healthy relationship (like Kratos and Atreus in God of War) can be used to demonstrate how children should behave with their parents. Maybe skip the violent fights?

It depends on the content of the video game.

I think especially regarding psychology there may be interesting effects of games on people.

Assassins's Creed can be used to show some of the ancient places

If they aren't supposed to be educational, they still can be if the plot of the game revolves around the educational subject in some way

Maths and sometimes statistics are required at higher levels of play but are often not mandatory for the average player

If we have a way to verify the info provided, then yes. Because sometimes they change up a lot or twist it to instill certain agendas etc

As stated earlier, it depends on what game

The game should have a symbolic or important message, like Detroit: Become Human and the advancement of AI in society.

Depends if the games in question are historically accurate

it would be important to separate what's historically accurate in the game and what's fantasy

Often games change the world, events in order to be more epic or better suited for gameplay, so to use such games in educational purposes, some research about the game must be made, like, those elements are real, it works irl as depicted in the game, and another stuff was changed in some way (would be great to explain the difference), so in real life it works differently. And of course matters the educational topic. Game that is great for teaching history may be less suited for learning about culture and vice versa.

I can see certain video games being used as educational tools but it has be very supervised and controlled in order to avoid students misinterpreting the activity as an opening to play more pretexting it helps study.

I think it depends on how it's approached, because all media made, intentionally or not, is political and offers a glimpse into the creator's worldview- which can be very interesting to dissect. At the same time not every game has a lesson to teach or meaning to extract, that doesn't make them lesser media or not worth your time, just means that pouring over it with an academic lense will yield more subjective results

Age and the content of the game. Games that involve a lot of reading would probably be great for this.

For very specific purposes, yes

if a game isn't made with the intent to educate, it probably won't put the full effort to accurately represent and teach mechanic, making it something that would excite the player (this obviously depends on what is being taught here therefore it depends)

They require their themes and messages to be explored in depth after experiencing them. It is harder to learn from a video game without experiencing it

Although I could see some of them like that, others would be harder to do so.

That seems really hard, most games have been designed to be fun, not teach you anything. But it could be possible

AC Odyssey allows you to explore Ancient Greece, learn about the Acropolis etc before modern day people ruined it

If the games are historically accurate enough to simulate those times.

Games like nier with a rich story can be studied for the meaning of the game like for me automata made me think about life and the reason for living

Skyrim V

Artisitic liberty tends to tell/colour the past differently, especially when the purpose is not educational. It can generate interest

N/a

Great games should never be expected to directly educate or impact information on an era or topic, however it can captivate the persons mind and encourage him to learn more about it. Games are effective at transferring spirit and visual reference points to topic but not as a history lecture

It depends on how accurate the information is in game

It depends on how the developers want to communicate messages to the player. Example: Yakuza Saga makes you understand the cultural values and differences of Japanese society and also the problems associated to the Japanese culture. The problem is that the player has to catch the values, it is implicit and needs the direct mental activity of the gamer.

I think its theoretically possible, but quite rare to be educational by chance

Depends on the type of game and it's content. For instance, I can't imagine games like GTA or Fall guys serving as educational tool. Games that requires strategy or teamwork however could be useful imo

If the game mechanism allows any of the educational topics to be explored without fully diving into the game. e.g. Assassin's Creed "Exploration Mode"

It depends on the content you're trying to teach

Existing games with educational potential would have to get modifications to get rid of misinformation + more info would probably need to get added (educationally relevant info)

Games that weren't originally made for education can be used as such

Videogames are experiences kind of like movies, or series.

If people doesn't take all they see in the game as accurate (exemple: history in certains game inspired by reel life events)

Do you believe online video games can facilitate connections between people and offer an alternative to traditional social interaction?

Copia

1.027 risposte

- ● Yes
- ● No
- ● It depends (please specify)
- ● I refrain from judgment.

82,6%

8%
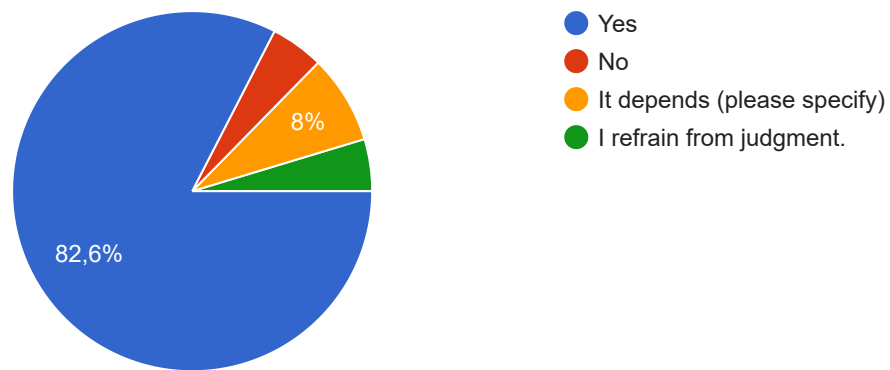
If you selected "It depends," you can specify here.

84 risposte

Online relationships depends on the games you play and where you find people just make sure not to touch games with extremely toxic people being influenced by them would be bad

It really depends in certain situations. For the most part, it (kind of) can, but nothing can really be better than seeing people in person. However, it is a great way to still be connected if either someone can't go out, doesn't want to, or social anxiety. It can be a great tool to talk with others, yet it can't necessarily replace being in person.

I don't think it's necessarily an alternative to traditional socialization, but I have met my best friends by playing video games. So, I think a more proper statement would be that "video games help facilitate strong connections through shared activity"

I think that online interactions can't really fully replace in person interactions but they are still good to have if someone is isolated.

big balls

I don't think anything can replace an offline interaction, but videogames can ease people into meeting strangers.

It is traditional interaction

First part? Sure, in a way. But an alternative to social interaction? No, not at all.

I used to be social in gaming, now it is a very isolated experience.

Depends per type of person and it cannot be an alternative for all kinds of social interaction. For me personally it is a possibility but inferior to reality in areas like romance. I don't know all kinds of social interactions.

An alternative, yes. A replacement, no. Both are important.

It needs a proper non toxic environment. Games like vr chat, or good natured coop games like deep rock or monster hunter. However i believe shooters and mobas have negative effects on social behavior. I also believe that there is no substitution for "touching gras" aka going outside and meeting real people while bathing in the sun

I say this because yes, video games can provide a safe setting to meet people without the danger of confrontation of a crazy person. But I also believe if someone were become accustomed to meeting through online games that it could hinder someone's ability to meet someone face to face. Especially if said person already has issues with socializing.

It offers an alternative, but this alternative cannot be a replacement.

I don't believe it can totally replace meeting people in person. However, playing video games together (couch co-op, etc) on

I think for many it can provide a different type of social interaction although I don't think it's a reasonable substitute. Can allow you to need less in person social interaction but I think someone with no physical interaction would still feel like they're missing something.

It has to be balanced. Can't live online

I didn't.

I feel like online games are a good alternative sometimes, but also introduce other issues that negate it.

I believe there are many ways we can socialize and make friends, and doing so online and through games helps us meet people we never would have if we hadn't been playing that game or been on that platform. Online communities help us FIND a community. But if one can help it, I think it's very important to emotional, mental, and social development to develop irl relationships as well. They don't have to be conventional and they don't have to be acted out conventionally, but even for the people whose purpose is something involving tech or screens (like me) we really need to have irl relationships and activities. Of course I don't apply this to people in dangerous situations, or people that mentally or physically have a lot of difficulties doing stuff like that. Overall I think it's fine if someone spends most of their time with their friends online, but if they're able, I think it's very healthy to do it irl as well.

Online gaming friends can be nice but I think it's better to form connections in real life.

It can facilitate connections, but I don't believe it's a suitable alternative. They can compliment the interaction, but can't replace face to face meetings.

yes, but the connections tend to be casual, and in my experience do not carry over to other games. For instance, I fondly remember some players from certain games, but when they or I stopped playing that particular game, our friendship effectively ended

Not as an only alternative, you still have to experience traditional social interactions, but games are surely a valid way to meet people from all over the world, so their cultures as well

I think online communities can supplement and enrich our lives, but don't think that they are a suitable alternative to interpersonal connections if the choice was strictly one or the other.

with Discord yes, but it's closer to a supplement than a replacement or alternative.

The older MMORPG games have something that can create connections between players that I rarely see with present games

Im 31 years old and some of my fav memories gaming have been on the sofa and my siblings or friends with me. As i grow old i couch coop less often, but when i do i always have a blast.

Multiplayer online helps facilitate that virtually and its great to fill that void but its far from the real couch coop. I hope vr can maybe bridge that gap its missing.

Social interactions are social no matter if they are online or not. However I still think face-to-face interaction is important are important and interactions with random people tend to be more toxic in online gaming than in tradtional settings.

While I do think it facilitates and can create new friendship, I don't think it should replace traditional social interaction

Yes but there is always the danger of who is on the other side.

It can also lead to social harm. I met some of my best friends on overwatch and warframe, but have my fair share of blocked people and reports.

It has been shown that online videogames tailored towards cooperation tend to form better bonds between players, or better/healthier communities. It's not a flawless rule, of course, but the competitive scene tends to lean the other way around.

If the fiendships revolve online around gaming and nothing else from their personal life, it can be difficult to put them as equal to irl relationships

I know I didn't answer it depends but I still wanted to add that I have made friends for life through online gaming, we're still talking and playing games together 25 years later

The only online friendships that lasted for me are the ones who turned to real life.

If the community where youre playing is toxic or elistist it wont work.

I believe video games cannot be a substitute for traditional social interaction. But it can be an enhancement

It depends on what kind of game it is. If it's a fighting game or a shooting game, I don't see it.

Competitive multiplayer will never replace actual sports and actual human connection. That said for some it may be easier for them to do so

As long as you engage with the community it is possible that you can use video games as an alternative to conventional methods of communication.

Question is a bit vague. If "traditional social interaction" means interacting in real-life then I think video games and communities are a different (valid) kind of social interaction. Not sure if they substitute "traditional" ones completely.

I've stopped playing competitive multiplayer games as it mostly result in toxic interactions with angry people

Online communities can facilitate social contact through texting or calls that can lead to real

and lasting human connections

Many of these connections are not especially healthy. It depends on the participants and, to some extent, the games themselves.

If i play online games then it is mostly with my friends, and i have not made any friends by playing online games. Some may make friends.

It would provide an alternative. But I do not think it could replace traditional interaction. I believe that traditional social interaction is essential for emotional and social development, especially for kids.

Many online games are competitive and can foster incredibly toxic and competitive communities.

It depends on the video game being used

If the community isnt toxic

These can be an add on to traditional social interaction but not replace it entirely

Not a great way to ask the question, I would've used a slider bar or ranking of how much it can help. You're speaking in absolute terms, of course it CAN, but how much?

Traditional social interaction is facilitated by a safe space created by mutual connections made through real life shared experiences. It is difficult to create a similar safe space solely online and solely created with people met online.

Virtual reality could be an alternative, but traditional chat rooms/speakers no.

To an extent it can, however we cannot substitute true interaction with that in video games as many facets of communication like body language are losf.

Yes you can talk to people, but how beneficial is it? With friends it's a great way to interact. When you find a good community of online players it can turn into real friendships.

I think online friends are fine and good but I don't think it could quite replace actual physical communication

I do believe It can "facilitate connection between people" I do not believe it is a alternative to traditional social interaction. At least not a good alternative.

While it can connect more people from disparate locations, it doesn't necessarily create deeper connections between people.

I don't think it can or should entirely replace social interactions, since those also have their merits. Like understanding and using body language, presenting yourself to health related stuff, possibilities to go out, move more etc. Although it can definitely help establish

connections and if you put the work in can help you communicate and become better with words and tone.

It facilitates connection, it represents

For some people, It may be the only option available. In general, in-person interaction is a more stimulating form of social interaction

I once was in the Nintendo group. I don't tend to mesh well with people who enjoy the same games as me oddly enough. Though could be due to my laid back, centerist, research before I make a opinion personality. Tends to make people mad when I don't follow their on the spot beliefs and I love asking questions. Some people get along with people in the same games. I just don't on most occasions. I am too much of a independent thinker for most people.

If both parties are nice to one another.

Although it can bring meaningful connections it definitely shouldn't be the only way to make connections

If weren't for online voice chat parties I wouldn't have been able to connect with my friends as much as I have, as well as meeting new people.

Yes but if u meet the right people like if u find toxic players that ain't gonna help my communication

N/a

They're a beautiful way to facilitate interaction but can't be an alternative, people need at least some real world socialization.

Certain multiplayer games are much better at providing a social experience than others. for example, Minecraft's text chat is more casual and open to conversation than a similar text chat feature in a more competitive game like an online shooter.

I believe it can facilitate connections between people, but cannot replace traditional social interactions completely, interacting with someone in front of you is very important in my opinion

I believe that video games are a good form of social interaction but is not an alternative, I believe that making connections and spending time with people not online helps a person to not be living in an echo chamber

They can, provided the conversations are monitored and moderated to prevent cyber bullying.

As long as the game player maintains other appropriate social interactions on a daily basis, ie work, friends

It can facilitate interactions, but can't or shouldn't at least replace traditional social interaction.

Personally, I believe online is not an adequate substitute for face-to-face physical human connection, but it's perfect for use alongside it. If you have friends online you don't speak to irl, and friends irl you don't play games with, and friends that are a bit of both, that is fine, however online doesn't do the job completely on its own.

As long as you can also make connections with people on a more personal level. Using video games to solely connect with others could cause issues.

Used to more so now game chat is dead

Gaming with and meeting people online can definitely form lifelong friendships and important social connections, however I don't believe a 100% online social life offers the same mental health benefits that offline, physical friendships provide.

It cannot replace traditional interactions but it's a nice addition

It can serve as a facilitator, but not a full alternative. Moreover, traditional communication methods are no longer sufficient to develop social skills either. A blend of both is the only way to keep up with modern societal standards.

Yes, but it depends on the community and how the game company deals with it. If we take the most popular riot games, the answer would lean towards a No, because of the toxicity. Genshin Impact has been the best experience for me in this regard, I've met people in-game or through streaming that I now talk to every week or almost every day

I don't really know what "offering an alternative to traditional social interaction" really entails, but videogames are indeed a subject that have helped people (including I) connect together.

Yes it does facilitate socials connections between people but it's kind of more "dangerous" because it's more easy to take advantage of people online than in real life

---

Copia

Have you ever thought about creating a video game?
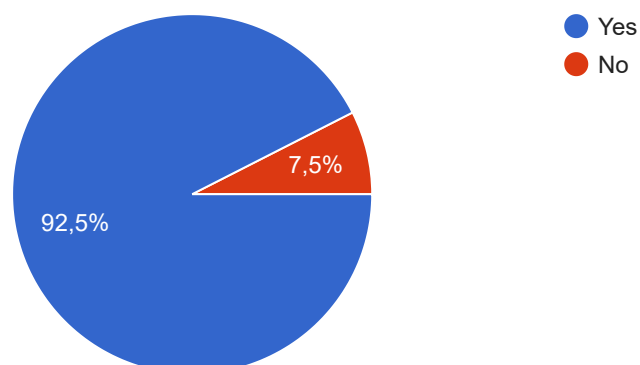
1.027 risposte

- 🔵 Yes
- 🔴 No
- 🟠 I have done it.

35,6%

59,9%
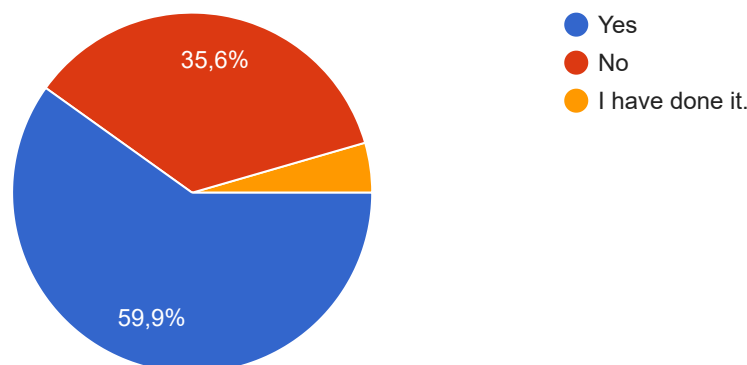
Do you think a video game has inspired you to deepen your knowledge on a subject (for example, literary, cultural, historical, social, scientific, artistic, etc.)?
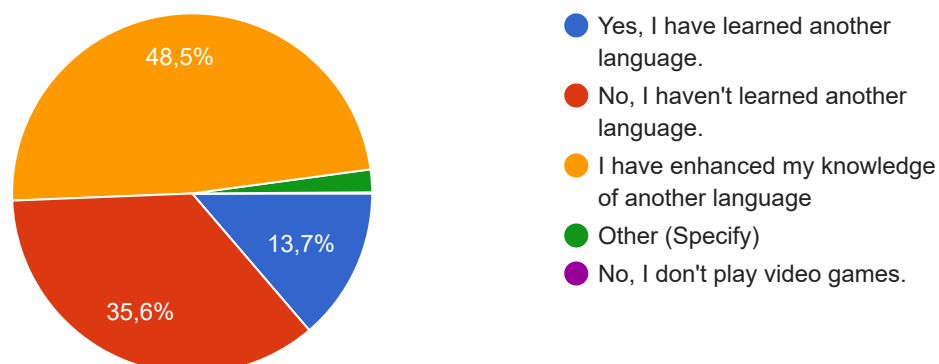
Copia

1.027 risposte

- Yes
- No

92,5%

7,5%

Copia

Have you ever learned another language or improved your language skills through video games, both online and in single-player mode?

1.027 risposte

48,5%

13,7%

35,6%

- Yes, I have learned another language.
- No, I haven't learned another language.
- I have enhanced my knowledge of another language
- Other (Specify)
- No, I don't play video games.

If you selected "Other," please specify here

26 risposte

I've learned words in different languages and I've thought of learning that language but I haven't done it yet

Learned some new phrases that I use commonly.

I would love that if it were an option

baalsballsballsballsbalsbaalsabalsbalsblabs

I played a game called seven billion humans which teaches machine language

Repeated listenings to russian voice lines allow me to mimic the voicelines phonetically.

I didn't.

I have not but I am inspired to do so

maybe a few words or phrases

I'm only as proficient at typing as I am because of my time spent playing online games as a child

though not improving language too much, it uas given me a greater appreciation for language and culture.

Learned english primarily through games. Watching or playing

Playing AC or something immersive has inspired me to pick up Duolingo for sure

I may have learned a thing or two about another language

I learned Japanese but mainly from self-studying and the games helped me almost 90% in the journey

When taking language classes in high school and undergrad I would change the settings so the game was in which ever language I was learning. Sadly I didn't put in the effort to continue learning the languages after I was done with the minimum requirement.

Not necessarily learnt through a game, but I was inspired by remedy to learn finnish

I want to learn French in order to understand the record songs from Lies of P

my dad used my love of games to start teaching me english

I've been trying to learn another language to be able to talk to players that don't speak English, but I haven't been successful

N/a

As a child, the Pokemon games on the ds helped me with reading comprehension, as well as broadening my vocabulary.

I've picked up a few random words from different games, AC, RDR2, God of War, Ghost of Tsushima, and probably a couple others, but it's by no means a lot. Does Duolingo count? I'm starting to pick up Portuguese through that, I'd say it's kinda a game, it's very close at least.

I would say my vocabulary and grammar were massively improved by playing WoW and MTG as a child. I have know personally several people from Sweden that used World of Warcraft to greatly increase their English language skills, to the point of being fluent
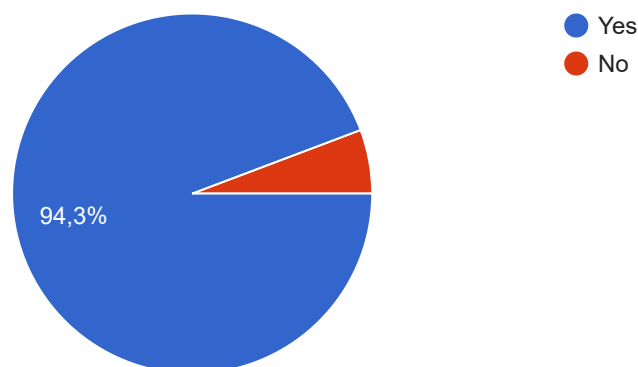
Planing to take Germany because of Signalis

I have learnt other languages. Not through video games.

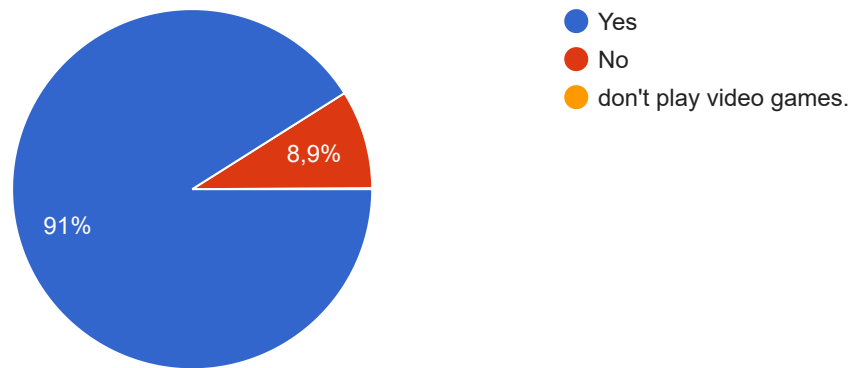In your opinion, is it possible to compare the narrative importance of a video game to that of more traditional media such as books, films, or animation products?   ⎘ Copia

1.027 risposte

- ● Yes
- ● No

94,3%

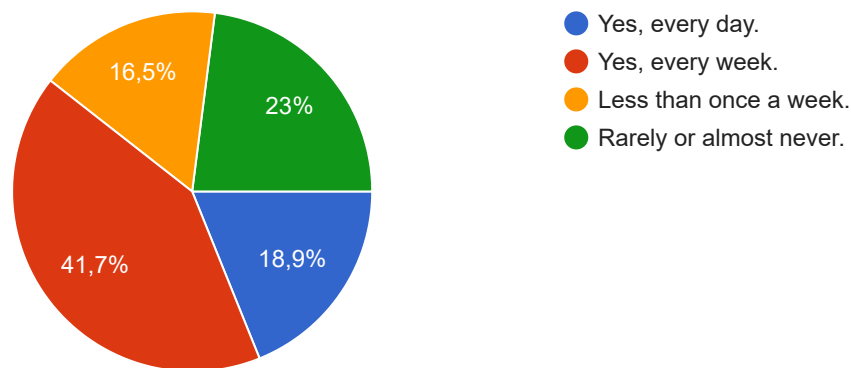Do you believe that video games have taught you to solve problems in a creative and original way (problem solving)?

Copia

1.027 risposte

- ● Yes
- ● No
- ● don't play video games.

91%

8,9%

Do you engage in sport or physical activity?

Copia

1.027 risposte

- ● Yes, every day.
- ● Yes, every week.
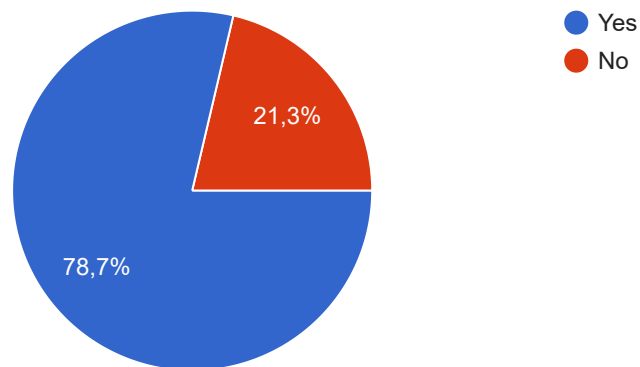- ● Less than once a week.
- ● Rarely or almost never.

16,5%

23%

41,7%

18,9%

Do you think Esports (electronic sports) can be considered a professional practice (for example, League of legends, Counter-strike, Street fighter, StarCraft, Assetto Corsa)?
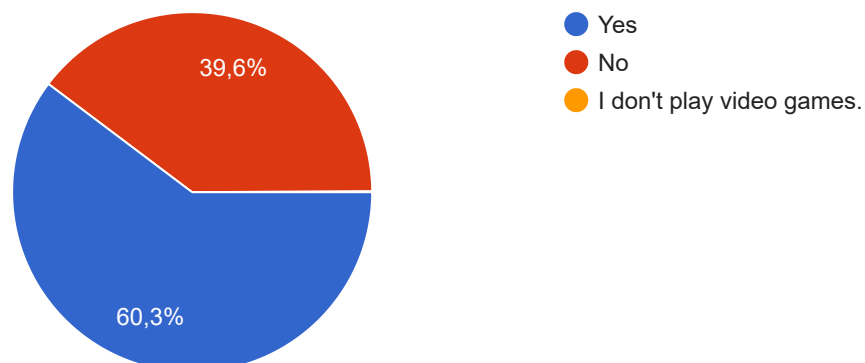
Copia

1.027 risposte

- ● Yes
- ● No

78,7%

21,3%

Copia

Have you improved your social skills thanks to video games? (e.g., communication, expression, empathy, etc.)

1.027 risposte

- ● Yes
- ● No
- ● I don't play video games.

39,6%

60,3%

Copia

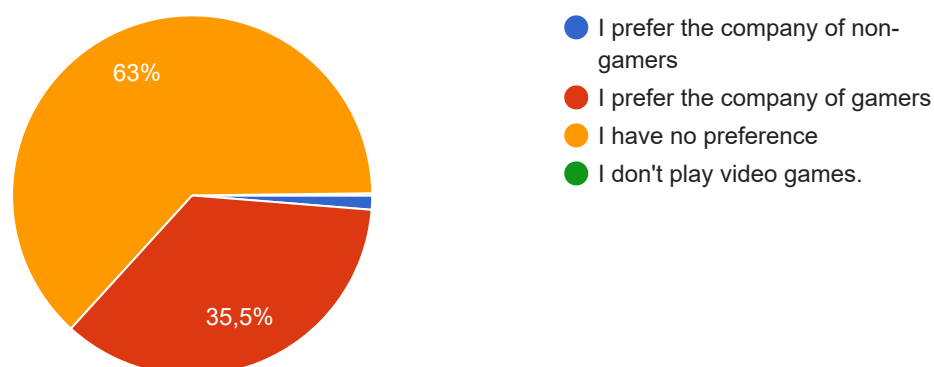## Do you prefer the company of people who don't play video games, or of people who share this passion with you?

1.023 risposte

- ● I prefer the company of non-gamers
- ● I prefer the company of gamers
- ● I have no preference
- ● I don't play video games.

63%

35,5%

Questi contenuti non sono creati né avallati da Google. - Termini di servizio - Norme sulla privacy

Does this form look suspicious? Segnala

Google Moduli