# **Learning Journal Unit 6**

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Instructor, Milena Jelic

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## The Educational Benefits of Video Games

In an age where technology and the digital lifestyle are at the leading edge of the day-to-day. Finding a way to use modern tools and technologies to help push education forward and to help the younger generation find better and more effective ways to learn is crucial. My favourite pastime and hobby are computer games that can provide a great merger of both relaxation and education. The joy of immersing myself in ancient culture, either commanding a war or battling hand-to-hand for the king and country. Or even learned problem-solving and programming skills by solving puzzles with some fun stories to guide me through. In short education in gaming is bound only by the imagination of the developers.

The commercial rise of video games only serves to prove their potential as substantial educational tools. According to the article “Video Games and Classical Antiquity” published by The Johns Hopkins University Press, "Video games have become one of the basic forms of mass communication. This is evident from the sheer scale of the video game industry. Video game sales (hardware and software) in the United States alone totaled over $20 billion in 2009. At current rates of growth, video games will soon be a bigger business than movies". The huge reach of video games emphasizes their ability to change into compelling educational tools, building bridges between the younger modern generation and bringing tales of ancient civilizations back to life.

My journey in the gaming world has often drifted more towards the more interactive style of games, where learning is more obvious rather than passive or “hidden” like some other forms of educational games. Unlike conventional learning methods, video games require the player's full attention and engagement in problem-solving and decision-making, that way they enhance memory retention and comprehension of the subject matter. The article "Video Games and Classical Antiquity" by CHRISTESEN and MACHADO (2010, p.108), highlights how games like Rome: Total War, and CivCity: Rome have seamlessly integrated the ancient world's grandeur into the gaming experience, helping players like me to live the historical events, enriching our understanding exponentially.

Furthermore, the collaborative culture built into modern video games encourages a community with a collection of diverse gamers. Online platforms and multiplayer modes are not merely about vanquishing foes, and winning the game but help promote communication, teamwork, and cross-cultural interactions. In a society gradually veering more and more towards a fully digital lifestyle, these virtual spaces are the hubs where skills crucial for real-world challenges are learned and practiced.

Embracing the digital age is like unlocking a treasure chest of knowledge where video games are the keys. The expanding popularity of this platform among multiple age groups, including my father, underscores its potential as a modern educator. By filling educational elements within the games, we are not only helping the younger generation's affinity towards gaming but also promoting a new learning environment. The connection of historical events with modern gaming technology is an elegant method of making learning an action-packed experience.

**References:**

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