

Team C - Gaming



Fiengo Valeria 🐌

Scognamiglio Stefano ⚡

Ilardo Gianluca 🤔

Cioffi Simone 😊

Impronta Nicola 🌙

Piscitelli Carmine 😃

Cuccurullo Giuseppe ⚽

Mungari Alfredo 🧛

Denny Caruso 🧙

International Management, Business Dept.

CS, Maze Dept.

CS, Maze Dept.

CS, Maze Dept.

CS, Maze Dept.

Computer Engineering, App Dept.

CS, App Dept.

CS, App Dept.

CS, UI/UX, App Dept.



**Can you learn a soft skill
by playing a videogame?**





- Do videogames change the way the brain operates?
- What drives people to continue spending time on a particular video game?
- How much can you **learn** from a videogame?
- How complex must be a videogame where you learn something?
- How a person can learn a **soft skill**?



Why?

According to recent research by McKinsey, the demand for soft skills by **recruiters** will increase by 30% by 2030. Soft skills will therefore increasingly determine the employability of the future.

Source: McKinsey Global Institute, 2018

Why by videogames?

Different game genres **help** players develop sought after soft skills. Multiplayer team games allow people to cultivate collaboration, communication and leadership skills, while strategy games are more likely to emphasize problem-solving and lateral thinking.

Source: ManpowerGroup

Learning no longer takes the form of a mere passive transfer of knowledge between a teacher and a learner, but in an active and conscious acquisition of new knowledge, through continuous and constant experimentation. These elements thus make learning an interesting and also "**fun**" experience.

Source: "Assessment e Serious Game: Una nuova strada per valutare le Soft Skill?", Barbara Benincasa - Federico II

Why mazes?

The behavior change in the videogame can reflect a change in the actual risk-taking behavior.

Source: Kyllonen, P. C.: Soft skills for the workplace. Change: The Magazine Of Higher Learning, Vol. 45, No. 6, (2013)

adaptation



An arcade videogame that
helps learning adaptation to
new graduates.

- The player must move through a **maze** that will continue to change. The maze is the headquarter of the company where the main character of the game works.
- “The ability to make **decisions** in a short time of the player is trained.”

Source: Flavio Escribano, PhD and Research Department Manager, GECON

12:14



• •



External image sources:

@craftedbygc on Unsplash

@mimithian on Unsplash

@elisa_ventur on Unsplash

@timmossholder on Unsplash