UNIVERSITY OF BIAŁYSTOK
FACULTY OF EDUCATION

ACADEMIC YEAR 2021/2022

Course: Educational aspects of computer games	**ECTS Points:** 4
Course Code:	
Language: English	
Course description: educational content – elective, optional course	
Lecturer: Karol Kowalczuk, PhD.	

Semester: summer	**Number of hours:** 15
	Lecture:
	Classes: 15

Substantive content:

Classes:	Number of hours:
1. History and evolution of the gaming space	3
2. Benefits and risks of participating in the world of computer games	2
3. Pixel education - computer games in the educational process	2
4. Narration and simulation in games (2h)	1
5. Graphics and virtual reality (2h)	1
6. Design of a simple educational game	4
7. Assessment of final projects (2h)	2

Aim of the course:
The aim of the classes is:
- getting acquainted with the basic features and principles of the computer games market,
- to acquire the information necessary to properly evaluate the risks and benefits arising from participation in the virtual space computer games,
- awareness of the role they play computer games in the world of today's youth,
- acquiring by the student the ability to effectively use entertainment and educational computer games in the process didactic,
- acquiring the ability to selectively choose software tailored to specific educational applications

Teaching methods:
discussion, work in groups, work in computer room, presentations , project method

Literature:
Adams E., *Fundamentals of Game Design*, New Riders Publishing, San Francisco 2013.
Anderson C., Dill K. E., *Video Games and Aggressive Thoughts, Feelings, and Behavior in the Laboratoryand Life*, "Journal of Personality and Social Psychology" 2000, nr 4.
Koster R., A *Theory of Fun for Game Desig*, Paraglyph Press, Scottsdale 2004.
McGonigal J., *Reality is Broken: Why Games Make Us Better and How They Can Changethe World*, Penguin Press, New York 2011.
Mitchell A., Savill-Smith C., *The use of computer and video games for learning*, available on the Internet: https://dera.ioe.ac.uk/5270/7/041529_Redacted.pdf
Newman J., *Videogames*, Routledge, New York 2004.
Prensky M., Digital *Natives, Digital Immigrants*, „On the Horizon", MCB University 2001, t. 9, nr 6.

Forms and conditions of credit:
active participation in classes and evaluation of projects