



## VIDEOGAMES, EDUCATION and work scenarios

Videogames have been considered a hobby for children and adolescents, however, this industry has crossed the borders of entertainment to have a presence in spaces for education and staff training. These types of games are known as serious games and are designed for educational purposes rather than entertainment.

### Data of interest



During the last decade the videogame industry has grown a lot. In 2019 alone, before the pandemic, Narula (2019) estimated that there were approximately **2.5 billion active gamers**, in 2021 according to a DFC Intelligence report the figure was greater than 3.1 billion. Such is the magnitude of the impact of this industry that there is currently a demand for the so-called e-sports (electronic sports or cyber sports), where there are teams of professional videogame players from all over the world.

### Since 2008, Gamers day has been celebrated each 29th of August.



In the **Game to Work** report of the renowned expert company in Human Talent Manpower Group, it is stated that several companies are developing a process of gamification of the recruitment, hiring and evaluation processes, taking advantage of the world of videogames, **through the application of creative solutions to identify hard-to-find talent and gain skills that are in higher demand.**

"In today's work environment, employers need to assess skills differently and creatively to attract new sources of talent" Tomas Chamorro-Premuzic, ManpowerGroup.

There are also initiatives to facilitate job training, such as the company Gamelearn, which is dedicated to corporate training through the use of videogames, with a presence in more than 60 countries, including Mexico among countries of the American continent.

Without a doubt, videogames promise to be one of the growing industries with the strongest representation, mainly due to a young generation, whose relationship with technology has been stronger and more intense than their previous generations.

For this reason, in this issues note we explore how some schools in the city are developing projects to take advantage of these technologies as a teaching methodology and promote the creation of videogames, strengthening the city's vocation as a Software Valley within the videogame industry.

### Practical cases

#### Compañía de María La Enseñanza High School

With the support of the company Indie Level they developed a videogame that tells the story of Jeanne de Lestonnac, in which the player will experience first-hand how people lived in Renaissance times (16th century), highlighting situations such as gender inequalities and conflicts over religion. The videogame shows the life of Saint Joan of Lestonnac, creator of the company of Mary (religious educational institutions focused on girls around the world).

#### San José de las Vegas High School

In 2022 they inaugurate the Game On classroom, a gamer classroom that is equipped with elements such as videogame consoles (Play Station 5 and Xbox), televisions, and gamer PCs, so that students can develop different 21st century skills such as collaborative work, problem solving, creativity and decision making from methodologies based on videogames. Likewise, the school seeks for students to explore the world of videogame design and creation, providing them with opportunities to solve challenges related to the Sustainable Development Goals (SDGs) and obtain professional certifications for their work life.

#### Inmates of El Pedregal jail

Women deprived of liberty, managed to train in Digital Marketing and Production for Film and Videogames in the **Sapiencia- Talento especializado** program which is focused on strengthening skills for the 4.0. industry. After a training process that lasted about five months, they managed to create a videogame called "Guerrera Nacata". In the game they portray the life of a 23-year-old woman who, after being surrounded by violent actions, must escape from the desert island where she was kidnapped. To get out of that space, the character must face different tests that will lead her to find the key to her freedom.

#### Indie Level:

Company from Antioquia, creators of the videogame T.E.R.R.A. which was born within the framework of the "Crea Digital 2019" call of the Ministry of Information and Communication Technologies (MinTIC) and the Ministry of Culture (MinCultura) to learn mathematics through virtual reality. Through a space story of environmental recovery, 12,000 students from educational institutions in the region are experientially learning math concepts while having fun.

#### GreenTIC:

Application designed by the Ministry of Information Technology and Communications, the Ministry of National Education and the British Council to strengthen girls, boys and young people in computational thinking through videogames. This initiative is being implemented in several schools in Medellín.

#### Breaking schemes: the youngest talents also create

*Manuel Cortés, at the age of 17, designed a video game to make Antioquia known to the world.*

Manuel has been developing videogames for two years, he learned how to create them through the tutorials he saw on YouTube and on the Roblox developer forums (a platform where users can create their own virtual worlds). Currently, he has a game inspired by the Euro Truck Simulator 2 videogame, which consists of the user taking a route where they must drive a vehicle to carry loads in a minimum period of 12 minutes, on this route the user observes the landscape of the department: the farms, the whereabouts, the Medellín Metro, the Pueblito Paisa and the Piedra del Peñol.

## Would you like to know more about the world of videogames?

We leave for you valuable information about the offer in the city and the main events related to videogame topics and the challenges and opportunities they have.

<p>It is a <b>specialized training project of short, modular</b>, Sapiencia courses, <b>focused on 4IR</b>, with a duration of approximately 5 months and where one of its thematic lines is focused on videogame production.</p>	<p><b>Global Game Jam:</b> global event in which videogame creators meet in small groups and work to develop a complete videogame within the established period (normally 48 hours).</p>
<p>The Software Valley Centers are spaces where inhabitants of Medellín can find a diverse <b>offer related to entrepreneurship and innovation in technology</b>.</p>	<p><b>Game Jam Plus</b> - Game development and acceleration marathon created by a non-profit collaborative movement.</p>
<p>Non-profit organization, founded by McKinsey &amp; Company that helps the young <b>population to be trained and updated on technological issues to close the existing gaps</b> in the labor market, and allow better access to it.</p>	<p><b>Women Game Jam:</b> Like the previous events, it is a videogame creation marathon, focused on cis, trans and non-binary women. It is not competitive.</p>
<p>SENA also has within its wide range of training options, <b>specialized programs in videogame development</b>.</p>	<p><b>Google for Games Developer:</b> it is a summit where, in addition to the conferences, Google shares the tools and latest news of its platform that are very useful for videogame developers.</p>
<p>EAFIT University offers training in videogame development both within its training programs and in its <b>continuing education courses</b>.</p>	

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