

Videogame Utilization in the Education Process

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Abstract. This paper attempts to outline the field of videogame utilization in education and nominate the field of learning advantages and benefits deriving from such a teaching practice. It also aims at shedding light to the effects of entertainment software and applications not only in regards to knowledge transmission but also to developing valuable skills, shaping multiple identities for both learners and educators. By maximizing new technology potentials in the shaping of virtual environments, via embedment of the basic principles conditioning human cognitive learning, videogames can expand the core potentials of the learning process and be included in the future of education. Thus, this paper is targeted towards presenting to educators a different perception/approach to videogames, as forms of entertainment but also of education, provided they will become trained and able to tell the difference and make responsible choices of material-videogame combined with imaginative learning activities.