

DiSpielGeo – Digital Games for Learning in Geography Education

A cooperation between the Institute for Geography Education (Uni Köln)
and the Cologne Game Lab (TH Köln)

Prof. Dr. Alexandra Budke, Prof. Dr. Emmanuel Guardiola, Dr. André Czauderna, Joelle-Denise Lux

Goal

Examination of the potential of digital games for the practice of informed and justified decision-making in geography education

Selected geographical topics:

- Migration
- Climate change
- City development
- (Sustainable) resource management

Requirements for the games:

- Include at least one of the geographical topics
- Include polytelic situations
- High popularity and/or well-received by critics



Project Steps



1
Analysis of 21 selected entertainment games; followed by expert interviews of game developers.



2
Observations of adolescents playing the selected games; qualitative interviews of teachers as well as students/players.



3
Development of guidelines for geography teachers and game developers.

Analyzed Games



...and more

Selected Literature

- Bopp, M. (2006): Didactic Analysis of Digital Games and Game-Based Learning. Future of Learning 1, pp. 8-37.
- Gee, J.P., 2003. What video games have to teach us about learning and literacy. New York: Palgrave Macmillan, New York.
- Minsung, K., Jungyeop, S. (2016): The Pedagogical Benefits of SimCity in Urban Geography Education, Journal of Geography 115 (2), pp. 39-50.
- Squire, K. (2005): Changing the Game: What happens when Video Games enter the Classroom? In: Innovate: Journal of Online Education 1 (6).

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