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## On the Surmised Motivating Power of Games

# The Gaming Horizons Project



- «Sister Project» funded by the European Commission as part of H2020
- Focusing on the role of video games and gamification in contemporary society
- Multiple perspectives: educational, psychological, ethical, socio-cultural, artistic
- Based on a participatory approach, involving different stakeholders
- Aiming at proposing alternative framings for the role of games in society

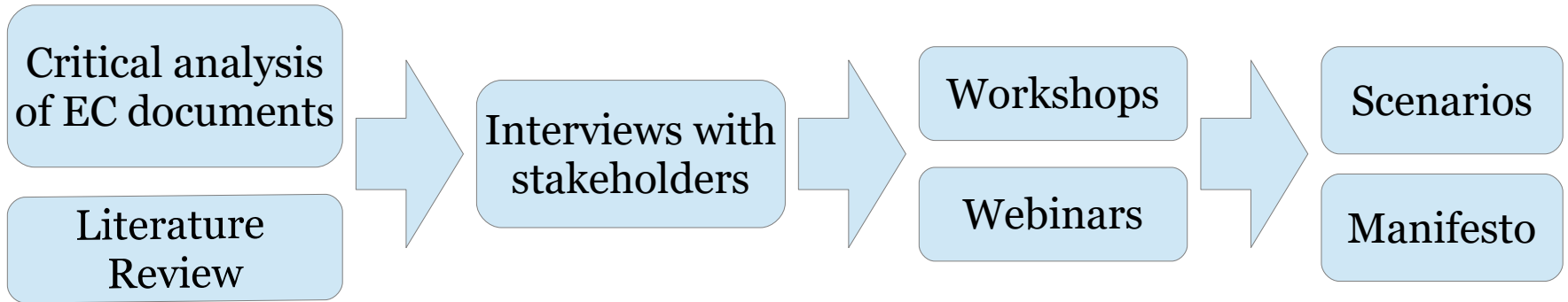
## Project partners



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# Project steps





The use of video games  
in education: are games  
*really* motivating?



## From our literature review

- Motivation has been investigated in both the psychology & education literature
- Closely related to literature on engagement and immersion
- Several studies on the use of gamified systems
- Interest in school contexts, but also in informal learning and rehabilitation
- Generally positive results when games are compared to frontal lectures

## From our literature review

- Some concerns for addictive potential
- Appropriate challenge is a key factor for motivation
- Competition seems to bolster motivation
- Intrinsic vs extrinsic motivation is a key concern

## Open questions

- Does play remain motivating when set as a mandatory activity?
- Should direct competition be encouraged?
- Do we risk promoting extrinsic motivation?
- Are some people **not** motivated by games? (different taste, proficiency...)
- Are we risking encouraging game addiction?
- Does motivation to play in a learning context necessarily translate into better learning?



## From our interviews

Players: generally in favour of the use of games at school, but **not** 'serious' games. High expectations can be a problem.

Educators: some concerns for practical implementation of gaming in classrooms, but generally positive about games as a motivating tool.

Both groups recommend educators to have good knowledge of the medium and choose the games to use carefully.

## From our interviews

- Scepticism towards gaming as a compulsory activity
- Serious games are seen as not engaging
- Personal tastes should be respected
- What are video games being compared to?

## Workshop



20-22 Sep 2017

3-hour workshop focused on the motivational power of video games

Recommendations:

- The use of video games should be carefully tailored to both context and students
- There's an urgent need for a sustainable business model that can support a solid and viable serious games market capable of producing high quality games



## Conclusions

- The motivational power of games should not be taken for granted
- The school context presents special challenges for the use of games
- Serious games in particular may not prove as motivating as educators expect

Sito web:

<http://www.gaminghorizons.eu/>

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Gaming Horizons on Facebook:

<https://www.facebook.com/groups/gaminghorizons/>