

ECGBL 2022

16th European Conference on Games Based Learning

6-7 October 2022, Lusófona University, Lisbon Portugal

Mini Track on Educational Possibilities of Commercial Off-the-Shelf Games (COTS)

Mini Track Chair: Jorge Ocejja, Universidad de Cantabria, Spain



Among the different products that can be used in game-based learning, commercial games occupy a central role. Very often students have mixed feeling about educational games as their didactic content and, sometimes, their poor quality can contaminate the learning experiences.

On the other hand, many commercial games, even though they were not created with an educational intention on mind, they might be excellent tools for targeting course contents.

From math teachers working through Minecraft to History teachers using the Assassins Creed franchise, from sociocultural and dialogical perspectives on how to use triple A products to educators using indie games in the classroom, there is a whole plethora of educational possibilities.

In this track we will highlight the artistic and cultural relevance of commercial games while exploring how they can be used to promote educational competences. Suggested topics include but are not limited to:

- Classroom experiences using commercial games
- Theoretical analysis of the educational possibilities of commercial games (comparison with other products such as educational games, gamification, etc.)
- Curation of commercial games that could be used in educational settings
- Projects developed for non-formal education: senior citizens, populations at risk, etc.
- Works studying the diversity of commercial games (indie games, triple A, political games, pervasive games, etc.)



Jorge Ocejja is a teacher, ed. psychologist and M.A in instructional design by California State University (Fulbright Scholarship). In 2017 he obtained his PhD with the thesis "Design of Game Experiences to Promote Civic Competence". In this process he completed academic residencies at the Engagement Lab at Universidade do Minho, the Center for Applied Game Research at Aalborg University in Copenhagen, and the Gamification Lab at Leuphana University in Luneburg. He has taught in Elementary and Secondary in Spain, UK and USA and he is an Associated Professor and researcher at

University of Cantabria.

Submission details

In the first instance a 300 word abstract is required, to be received by **30th March 2022**. Submissions must be made using the online submission form at

<https://www.academic-conferences.org/conferences/ecgbl/ecgbl-abstract-submissions/>

If you have any questions about this track please email: jorge.ocejja@unican.es

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