

# Game On! – Teaching Video Game Studies in the Arts Classroom

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## Abstract

Teaching and using video games is tinkered within higher education yet is not commonly explored in the high school classroom. As more and more students download and gain access to the vast library of games available at their fingertips, I argue there need to be a space beyond YouTube channels and video gaming blogs where students can talk and unpack what they experience through this ever evolving medium. It wasn't long ago that many were skeptical of television and film; about a century ago, even certain books were deemed inappropriate for the mind. Now our schools are full of books, films, and television sets and teachers love to incorporate these mediums into their lessons daily. As an educator and gamer, I advocate that the use of many video games can be easily and creatively used for learning. As technology rapidly expands in our students' hands, so do the tools that allow them to create and use video games for their own individual projects. In this paper, I explore how the classroom can be an excellent space to teach students exactly what video games can offer in terms of pedagogical learning. I discuss one way to look at video games for their educational potential by implementing a simple system for teachers

**to follow. More specifically, I look at using this artistic medium as an object, video games can be critically analyzed and played in an art classroom to be used as a catalyst for artistic production.**

## **Keywords**

Gamification, Pedagogy, Secondary, Media arts, Education.