Gaming & Geography (Education) - A multi-perspective approach to understanding the impacts of gaming on geography (education)

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Theory/empiricism: video games as a potential space for critical geographic learning

Relevance: Theoretical/practical relevance of methods and expertise for the use of video games as a geographical medium

Contact

Analysis of video games as a medium in geography education

Research process: Indications of potentials and deficits, ideas for didactic reconstruction

Research products

1

Qualitative Approach: Expert interviews, conducted 1-2 hour interviews with experts from education, journalism, and the video game industry (n=5) on reflexivity issues.

Strategies and concepts for addressing video games in geographic education: Design of an OER regarding Gaming & Sustainability & design of workshops for teachers

Design of a **model of reflexive spatial analysis** in video games (Morawski 2023, based on ideas of: Gryl 2012, Ash 2012, Schell 2012, Lux &Budke 2021, Applis 2022, Kanwischer 2014, Ash et al 2018 ...)

2

Quantitative Approach: Survey of students (pupils) (n=721) on video game use and spatial perception and assessed influence.

Quantitative Approach: Survey of teachers' (n=411) perspective on students' (pupils') interests regarding video games and digital media (research seminars practical semester)

Strategies and concepts for addressing video games in geographic education: Design of an OER regarding Gaming & Sustainability& design of workshops for teachers

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3

Transfer to higher education

Research project seminar with master's students in teaching elementary school and geography at high schools and comprehensive schools: **Individual research projects** (n=20) and **master's theses** on the reflexivity of the geographic medium of video games. (Cooperation with UBISoft)

Conducting an **exploratory case study** with two classes and 53 students (pupils) on reflective competencies and emotional experience through digital spaces in video games.

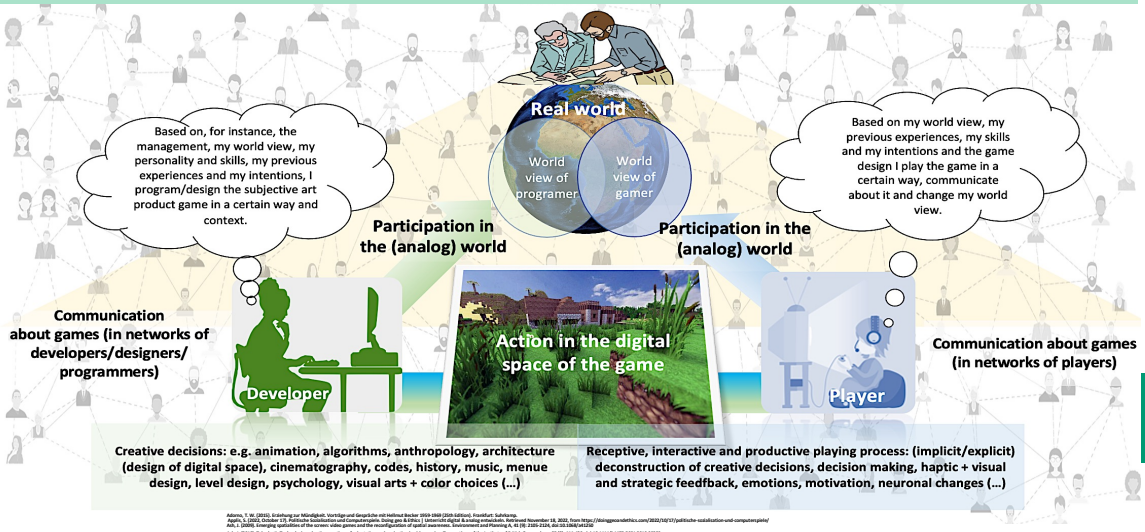
Transfer to schools

Transfer of research: improvement of the model, development of workshops and OERs for teacher professionalization, development of teaching materials and methods, publication of the Springer volume.

Trailer for the research project available:

Model of reflexive spatial analysis in video games:

(Morawski 2023, based on ideas of: Gryl 2012, Ash 2012, Schell 2012, Lux & Budke 2021, Applis 2022, Kanwischer 2014, Ash et al 2018 ...)



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