



Learning from Computer Games

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Key Themes

- Gaming in Context
- Gaming as a Digital Skill
- Gaming as a Training Environment
- Gamification of Learning

1980

Digital Native

generally considered a person born after 1980 growing up in the digital age

ie. with day to day access to computers, games, Internet, etc.

52%

**52% of all Police Officers
aged 40 or under**

**a large proportion of
the Police Force are
Digital Natives**

32.4m

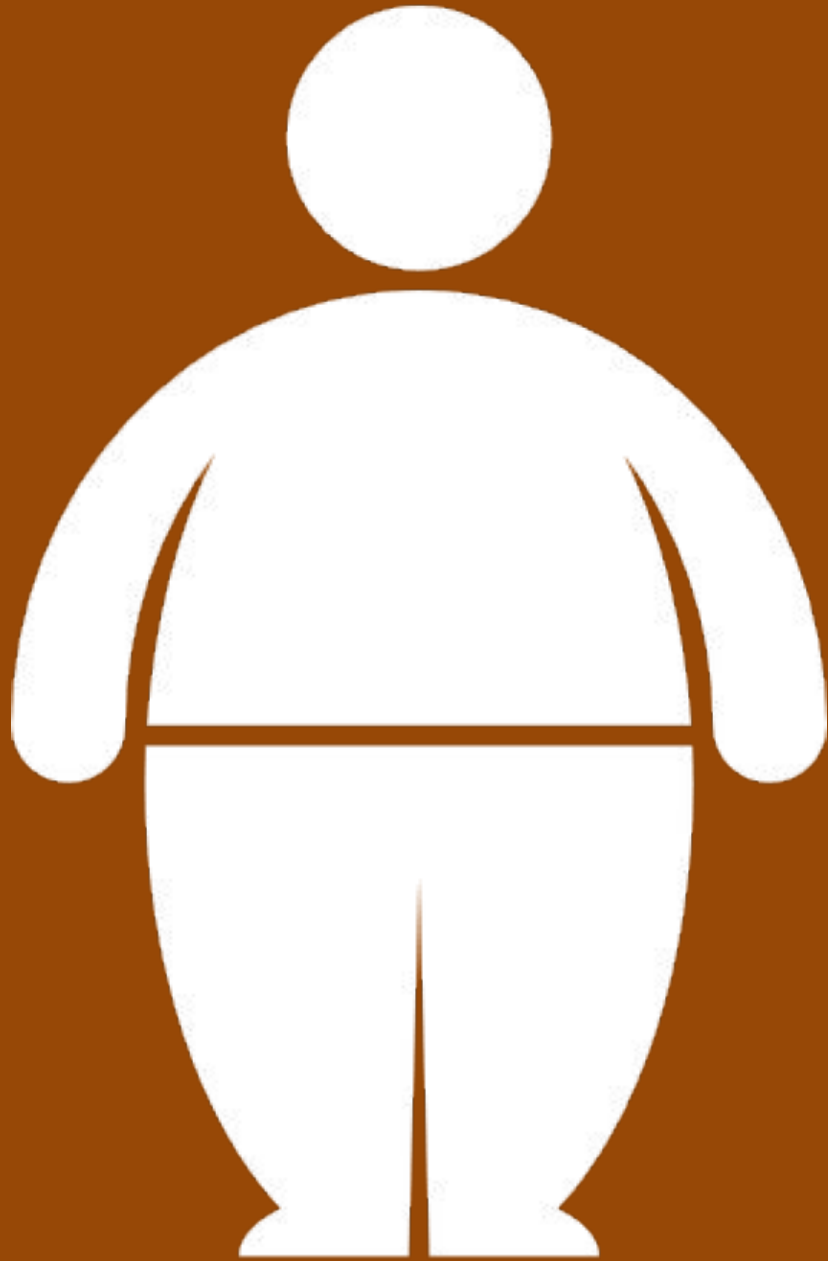
**In 2017, 32.4 million people
played computer games in the
UK**

**Spending \$4.2 billion, making the
UK the 5th largest games market
in the world**

12.2

**UK Children aged 12 to 15
spend 12.2 hours a week
gaming in 2017**

**and 11 to 64 year-olds
8.9 hours**



Cognitive Benefits of Playing Video Games

- Improvements in:
 - **basic visual processes**
 - **attention and vigilance**
 - **executive functioning**
 - **job-related skills**

Grand Theft Auto V Role Playing



Games Engines in Training



Gaming Technology Training Environment



When to use Games in Training?

- Games are effective for cognitive or “how to think” training
- Games are not typically used to train motor skills, e.g. using a firearm

Realism...

Russian TV station mistakenly airs footage of ARMA 3 during report on war in Syria

Blames archiving mix-up.

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By [Matt Wales](#) Published 26/02/2018

A Russian television station has mistakenly aired footage from a video game during a report on the war in Syria.

As [noted by the BBC](#), the suspicious footage was edited into a segment celebrating members of the country's armed forces on weekly programme Voskresnoye Vremya, which airs on Russia's state-run Channel One TV.

At one point in the video, a truck is shown being targeted through a gun sight. While the clip's appearance was brief enough to pass unnoticed by most, users of [Russia's Reddit-like community site Pikabu](#) were a little more observant, quickly identifying the footage as being from developer Bohemia Interactive's ARMA 3.

Games in this article



Arma 3
PC

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[Buy ArMA 3 from Amazon \[?\]](#)

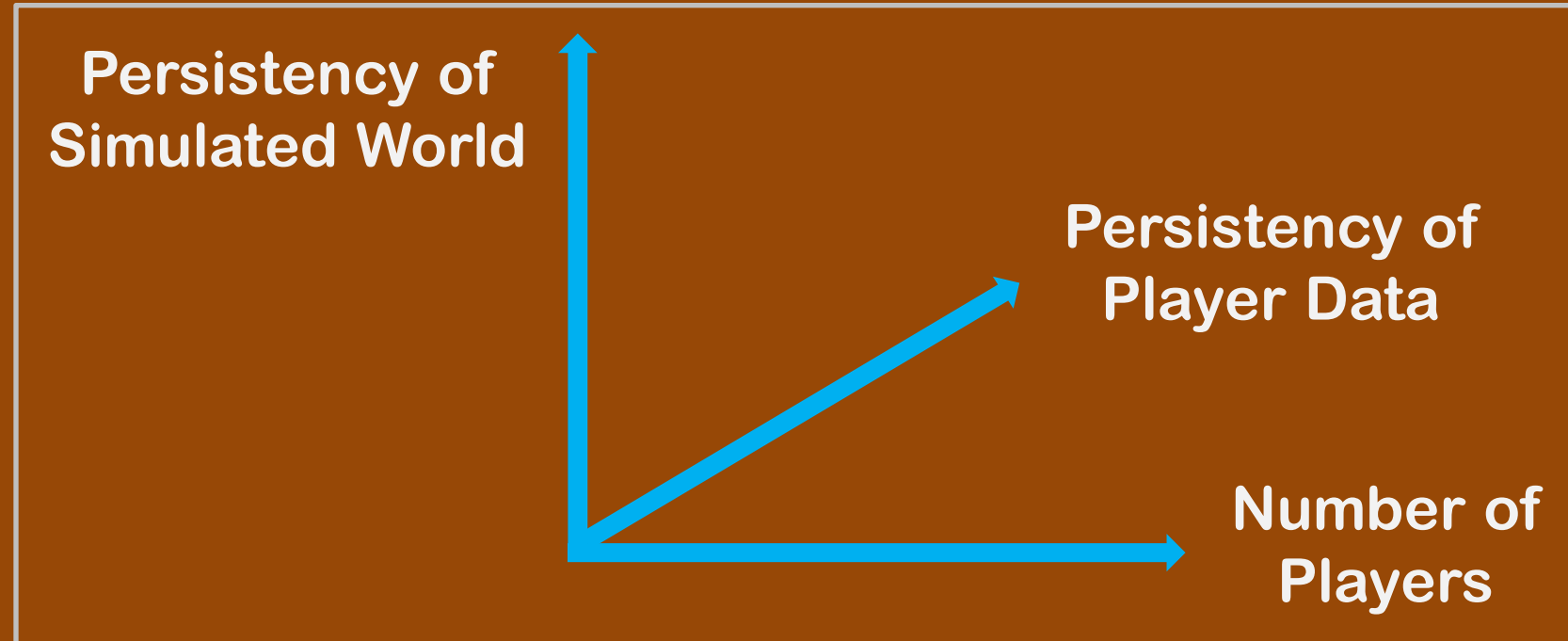
Sometimes we include links to online retail stores. If you click on one and make a purchase we may receive a small commission. For more information, go [here](#).

Video game clip being used on Russia state TV

Сирия

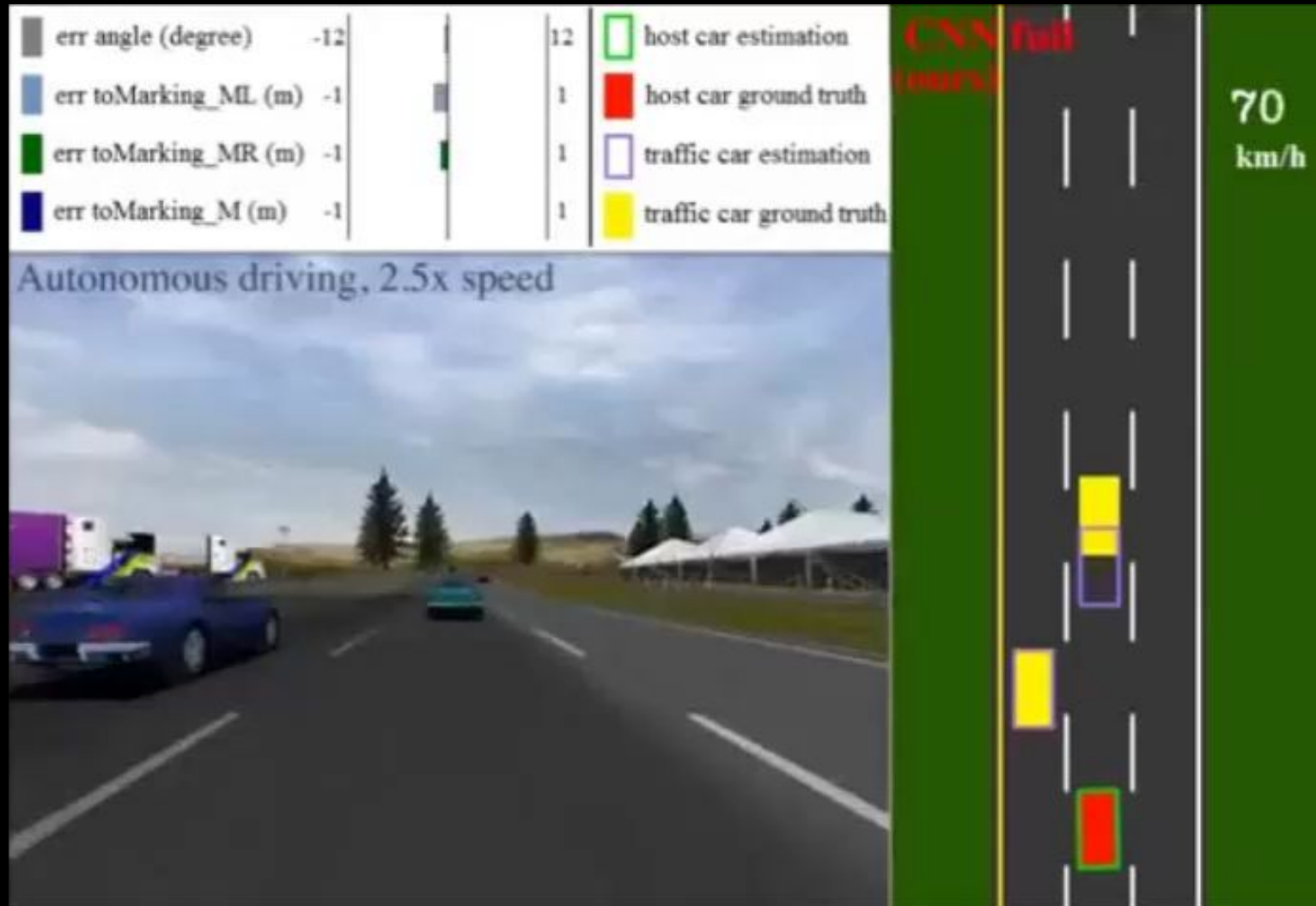


Massively Multiplayer Online Games (MMOGs)



MMOGs offer a way of thinking
about data and communities

AI Learning in Games

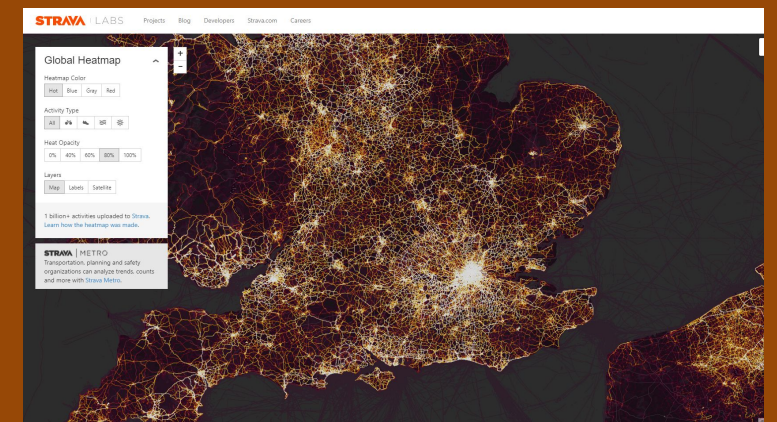


Gamification

the application of game-design
elements and game principles
in non-game contexts

Gamification Examples

- US Army's America's Army
- eidesign Risk Management Training
- Strava Athletes App



Summary

- Misspent Youth?
 - Benefits of Gaming Skills
 - Can show Enthusiasm for Work Area
- Exploit Games Technology
 - Training Environments
 - Approach to Data
 - Training of AI
- Consider Gamifying Training and Education