

HAUPTMENÜ

Real Life Skill Tree

Wie digitale Spiele Kompetenzen fördern können

Einstellungen

Highscores

Spielstand laden

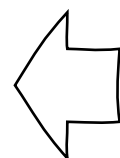
Neues Spiel beginnen

Charakterübersicht

Inventar

Biografie

Tagebuch



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Ausbildung:

B.A. Kommunikationswissenschaft &
Lehr-, Lern- und
Trainingspsychologie

Masterstudentin Kinder- und
Jugendmedien

Spezielle Fähigkeiten

- Gamerin
- Games Studies



21st century skill

fachwissen
fähigkeit
kompetenz
wissen
skill
können
fertigkeit
training

21st century skill

fachwissen
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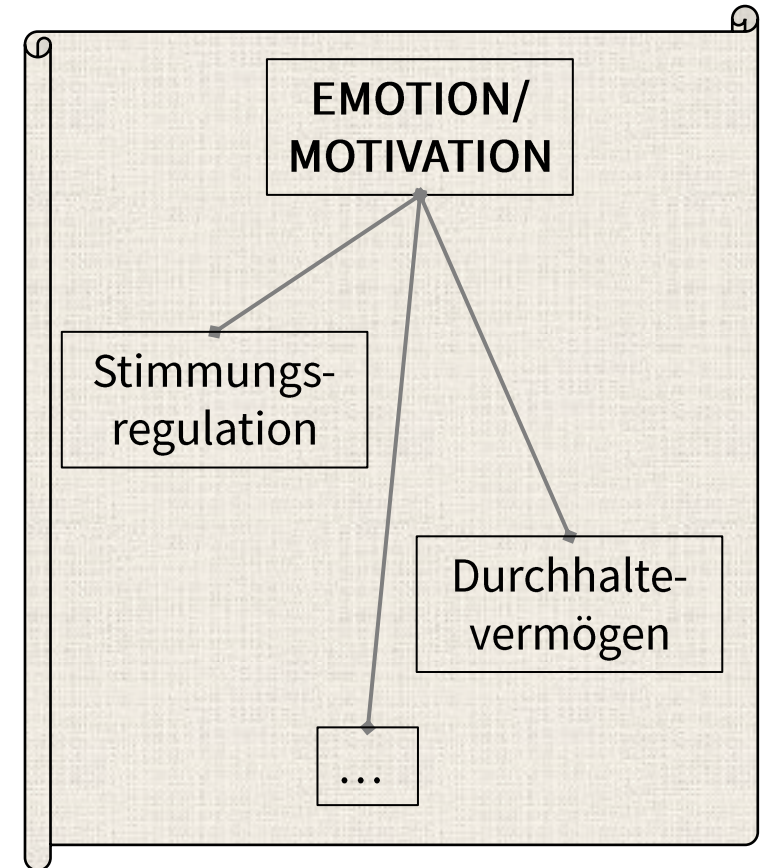
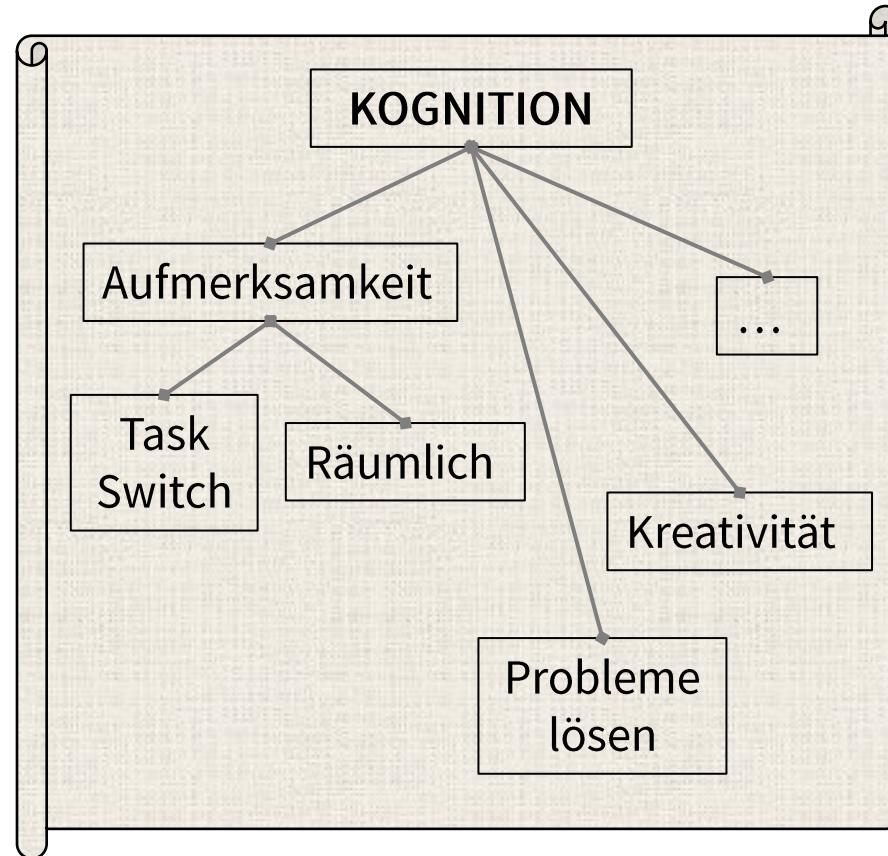
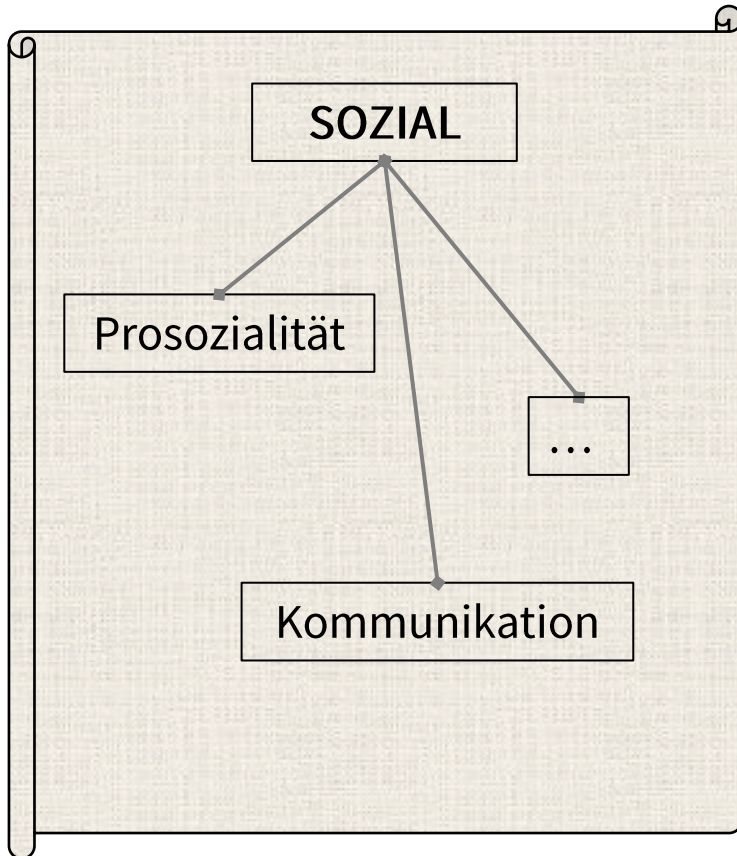
Warum Games?

(Liu et al., 2011; Salen & Zimmerman, 2004; Sousa & Costa, 2018)

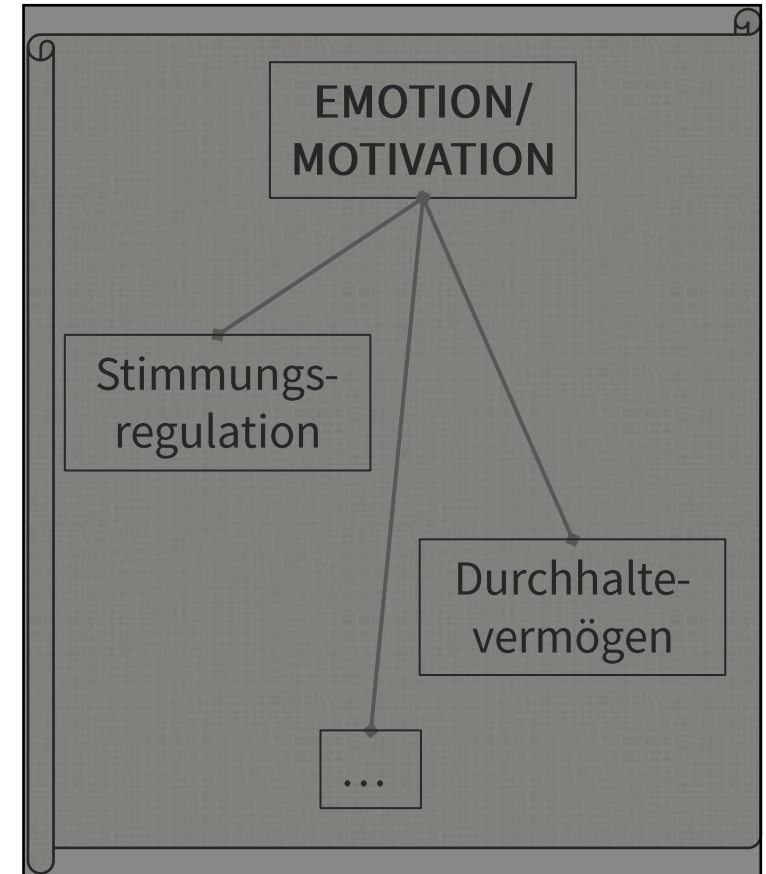
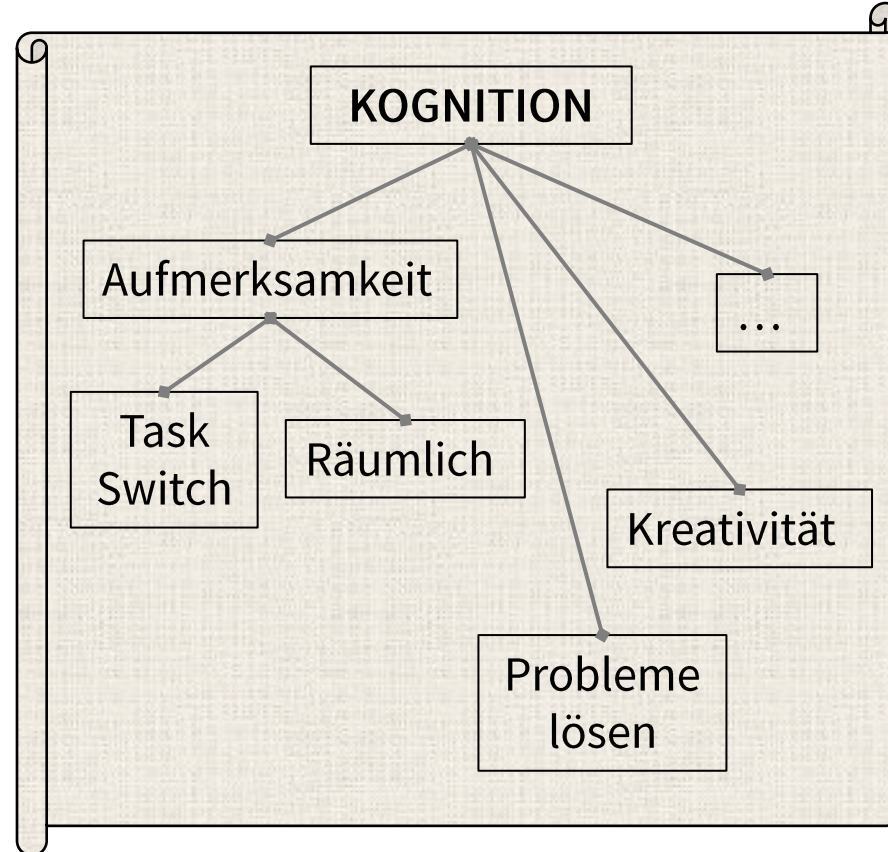
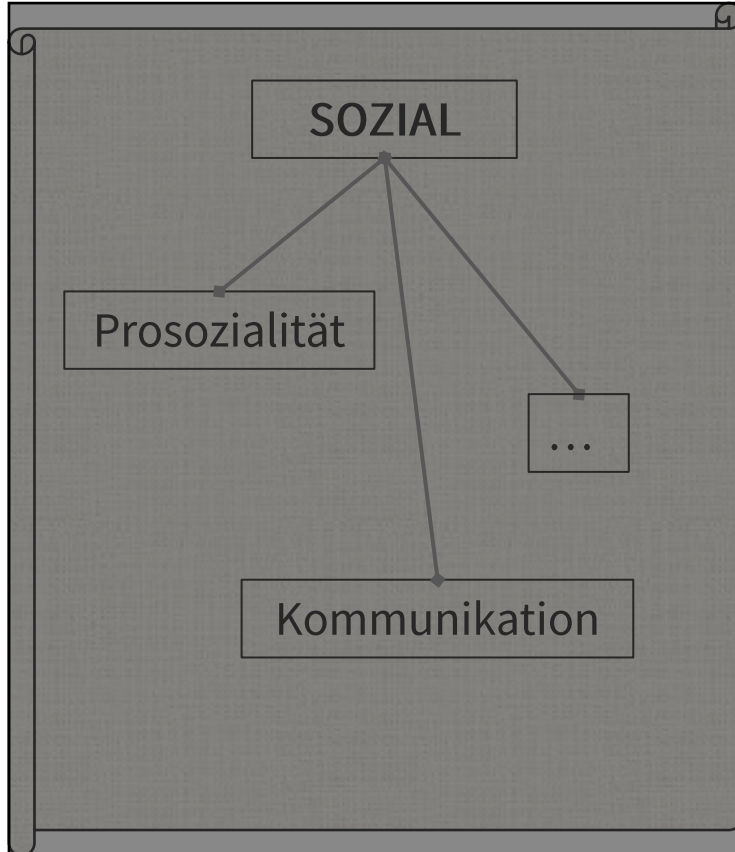
- Interaktion
- Simulation
- Flow



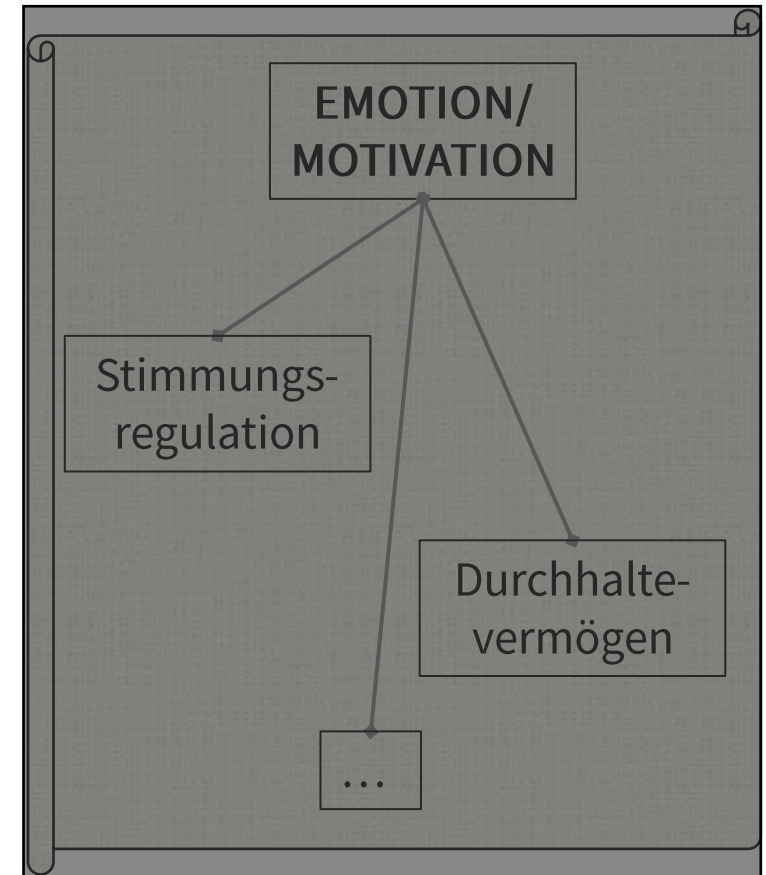
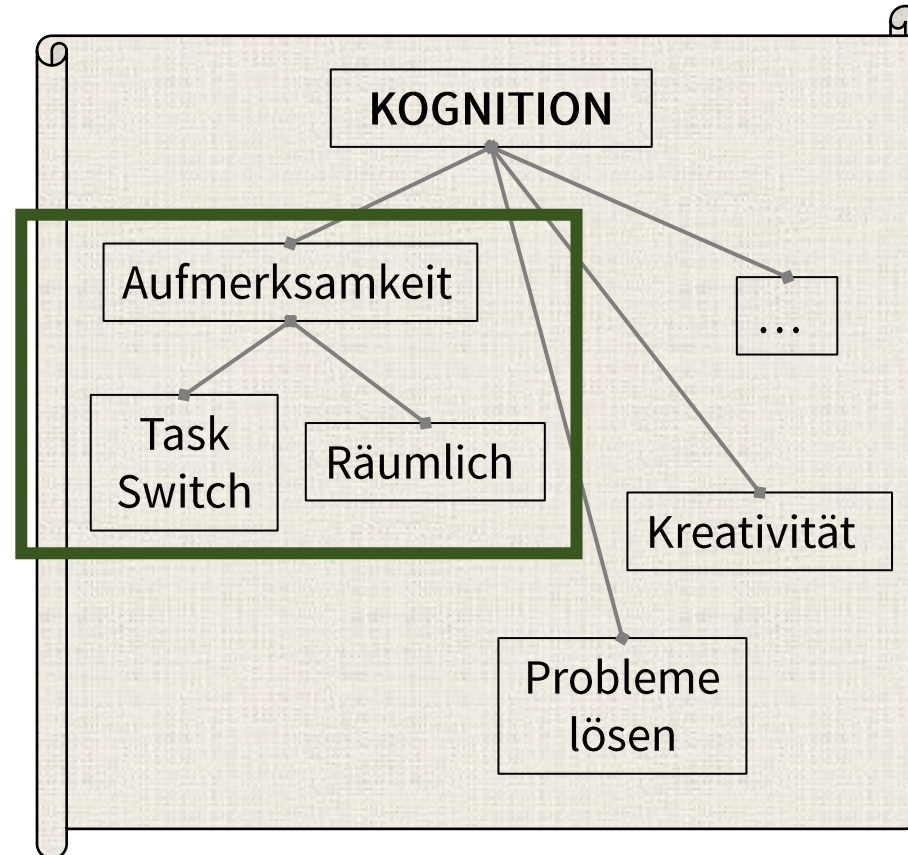
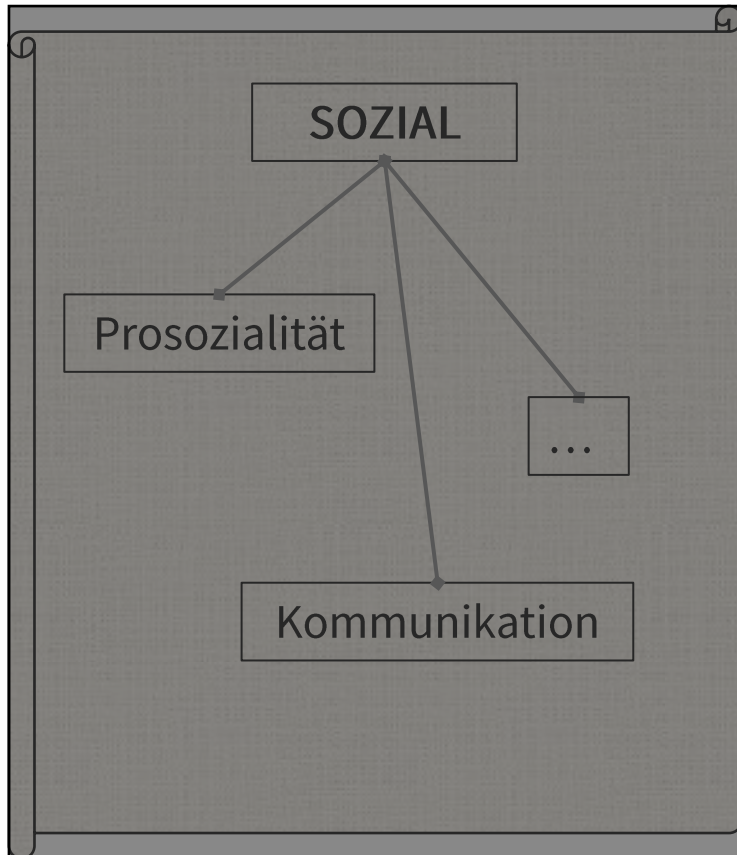
Skill Tree



Skill Tree



Skill Tree



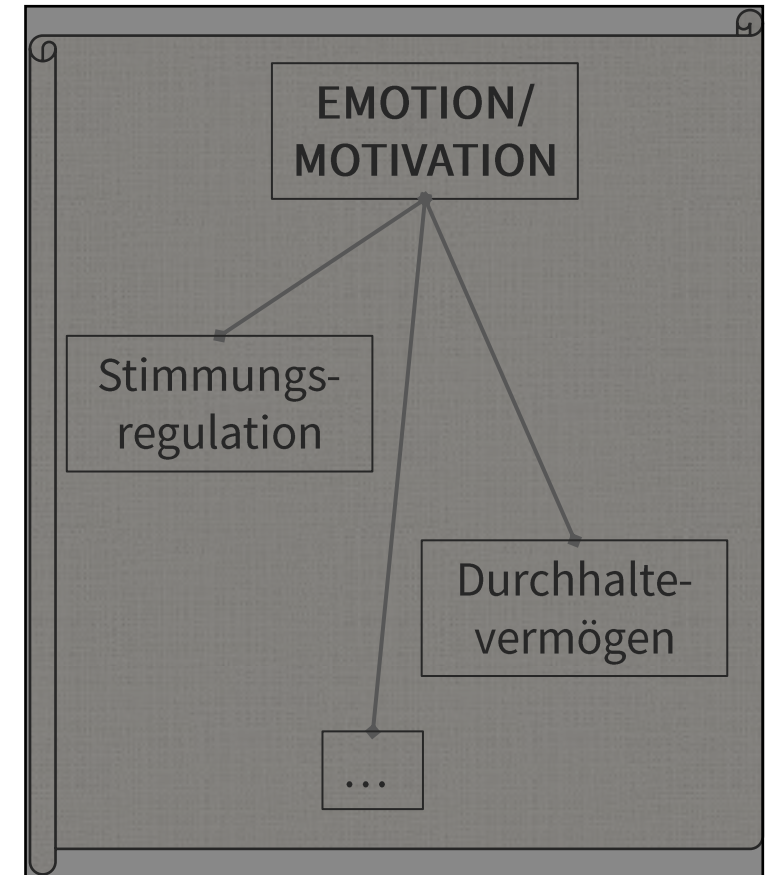
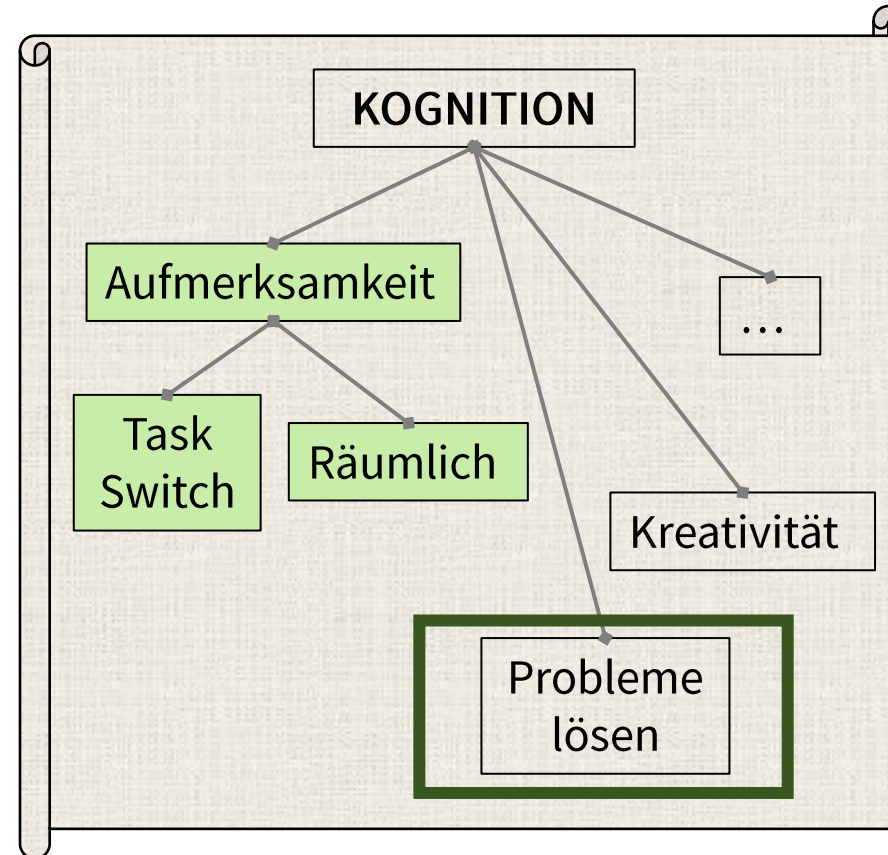
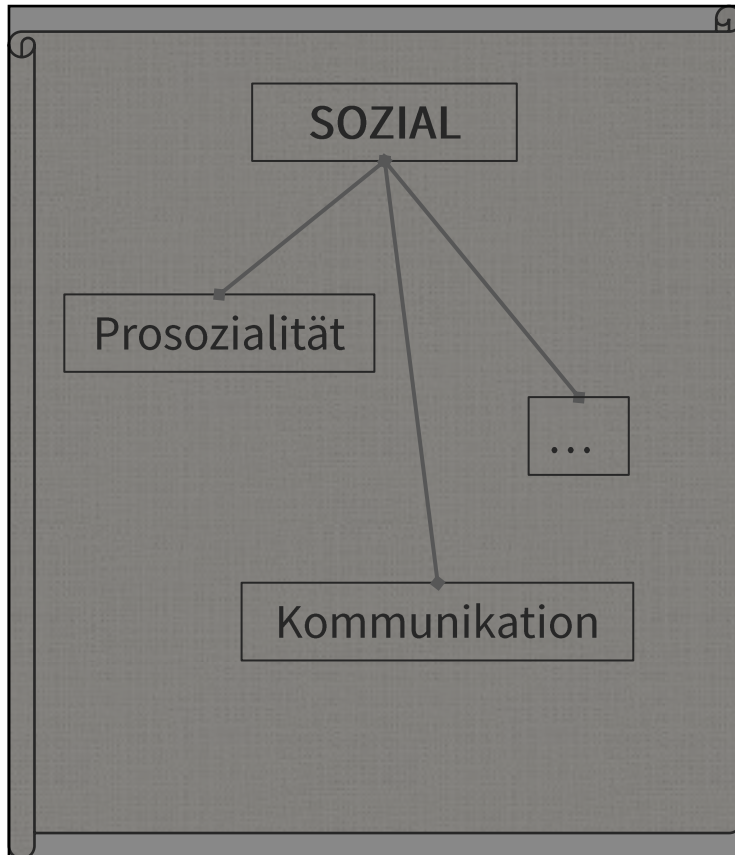
Kognitiv: Aufmerksamkeit

(Clark & Mayer, 2016; Granic et al., 2014; Medford et al., 2011)

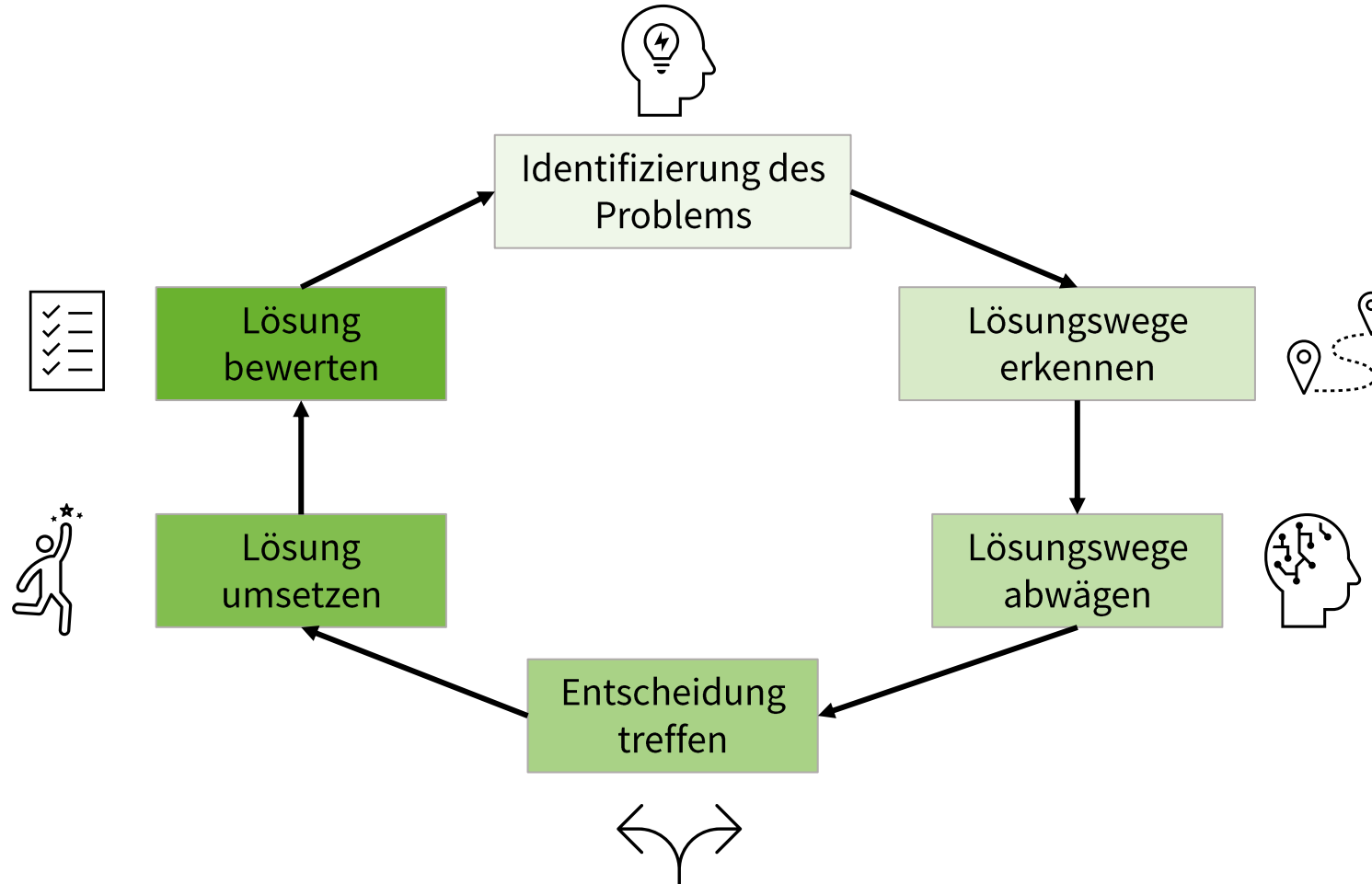
- Räumliche Wahrnehmungsaufmerksamkeit
- Task Switch „Multitasking“



Skill Tree



Kognitiv: Probleme Lösen (Kailani et al., 2019; OECD, 2010)



Kognitiv: Probleme Lösen (Adachi & Willoughby, 2013)

Stealth Games

→ Heimlichkeit

Kognitiv: Probleme Lösen (Adachi & Willoughby, 2013)

Stealth-Games

→ Heimlichkeit



Splinter Cell: Conviction (Ubisoft, 2010)

Kognitiv: Probleme Lösen (Adachi & Willoughby, 2013)

Stealth-Games

→ Heimlichkeit



The Last of Us Part II (Naughty Dog, 2020)



Splinter Cell: Conviction (Ubisoft, 2010)

Kognitiv: Probleme Lösen (Adachi & Willoughby, 2013)

Stealth-Games

→ Heimlichkeit



The Last of Us Part II (Naughty Dog, 2020)



Splinter Cell: Conviction (Ubisoft, 2010)

Kognitiv: Probleme Lösen (Habetz, o.D.; vgl. Kailani, 2019)

Aufbaustrategie

→ Ressourcenmanagement

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Aufbaustrategie

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Anno 1800 (Ubisoft Blue Byte, 2019)

Kognitiv: Probleme Lösen (Habetz, o.D.; vgl. Kailani, 2019)

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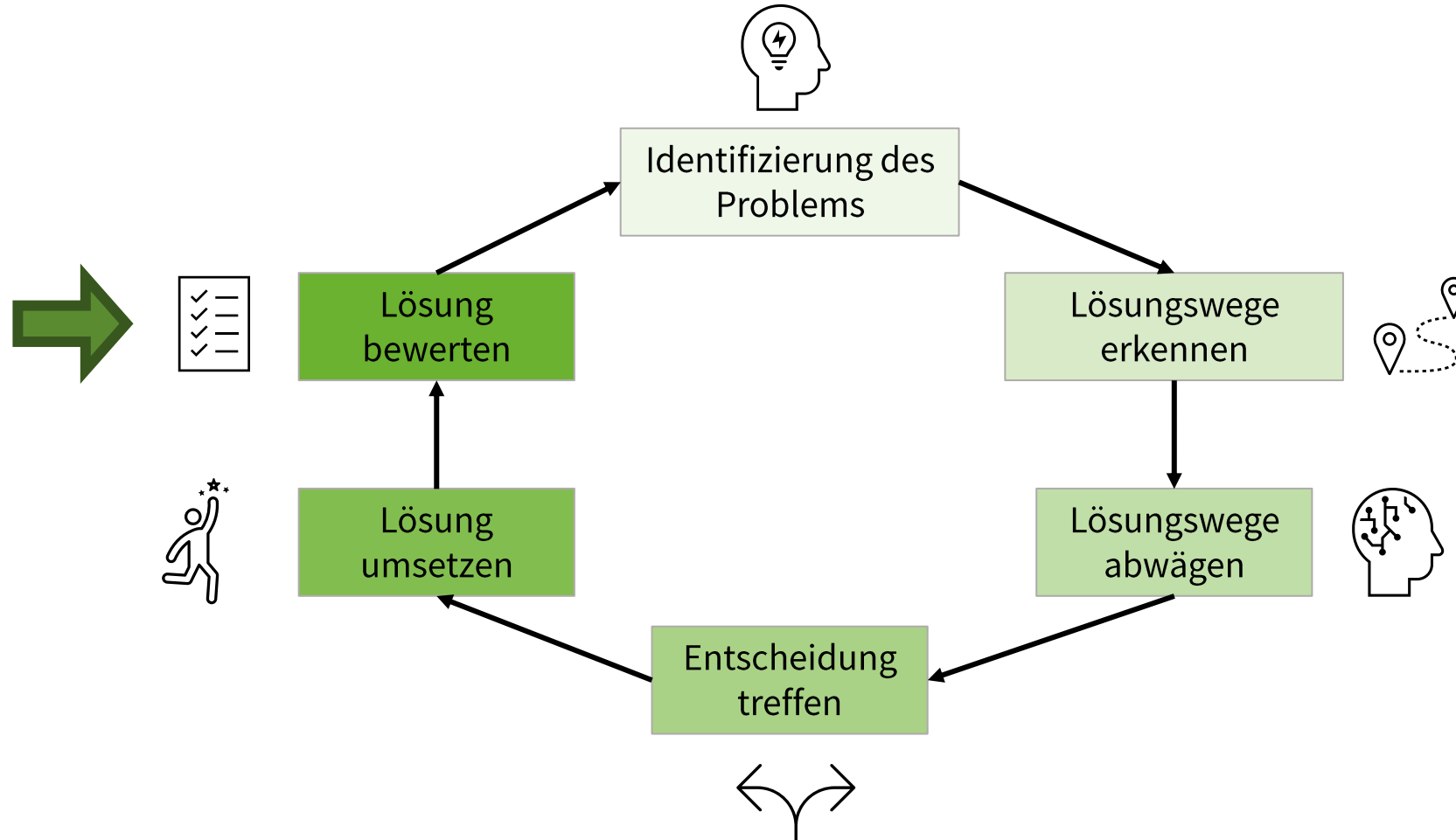


Dorffromantik (Toukana Interactive, 2021)

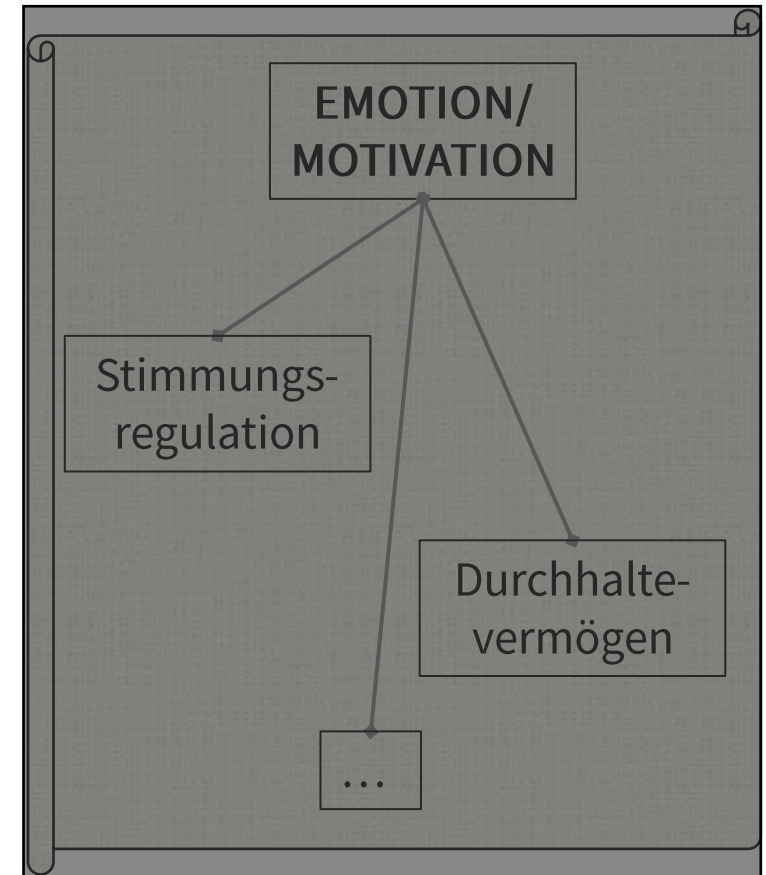
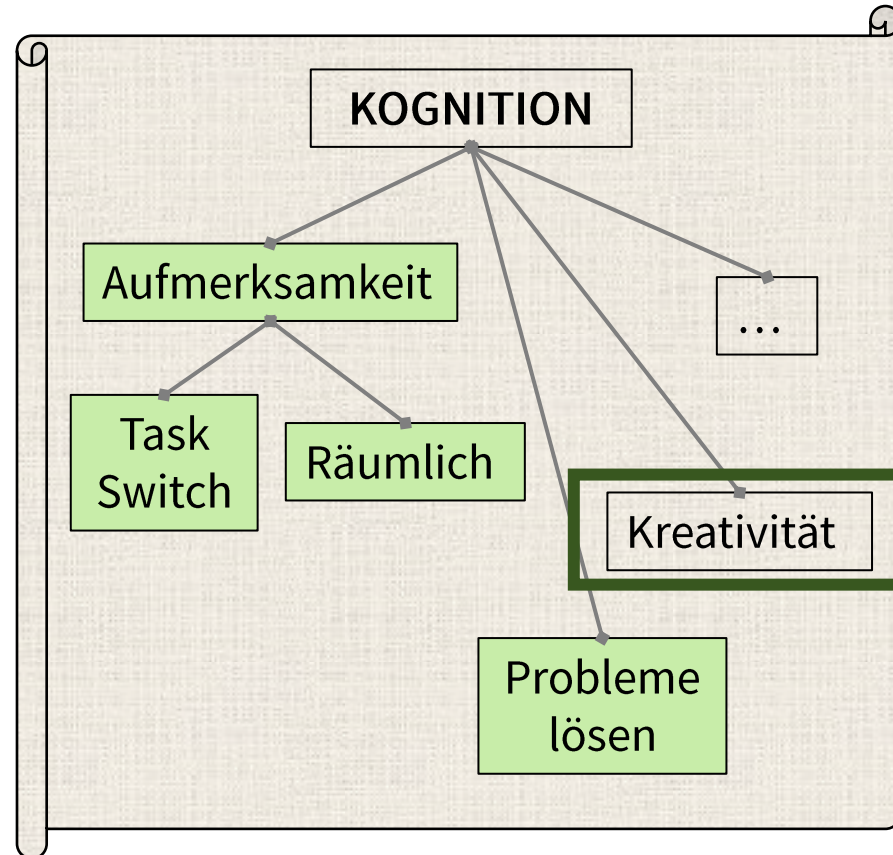
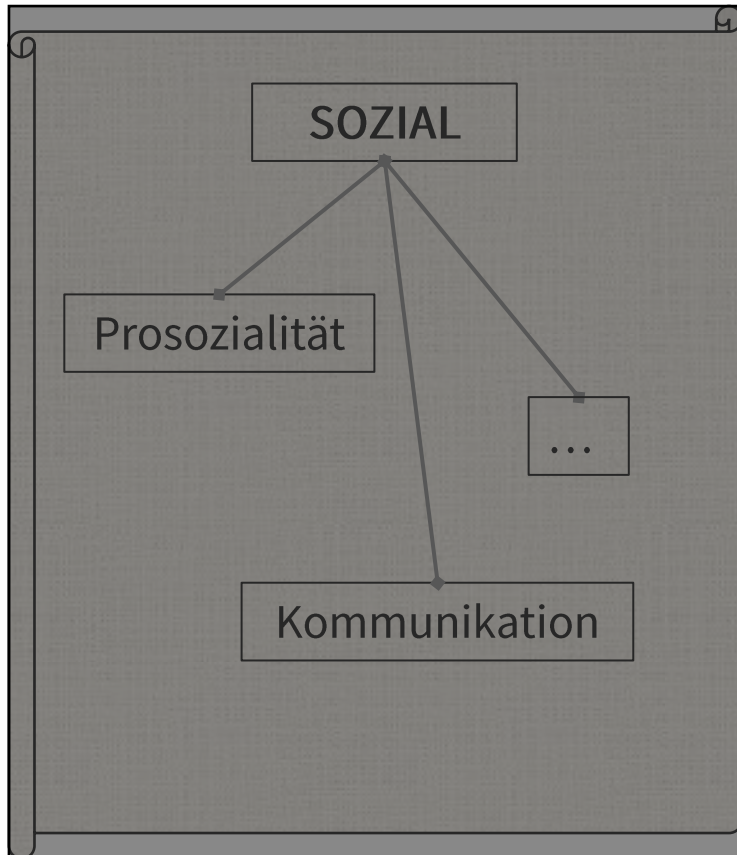


Anno 1800 (Ubisoft Blue Byte, 2019)

Kognitiv: Probleme Lösen (Kailani et al., 2019; OECD, 2010)



Skill Tree



Kognitiv: Kreativität (Rahimi & Shute, 2021)

Kreativspiele

Minecraft (Sandbox)

- Eigene Welt aus Blöcken gestalten



Minecraft (Mojang, 2011)

Kognitiv: Kreativität (Rahimi & Shute, 2021)

Kreativspiele

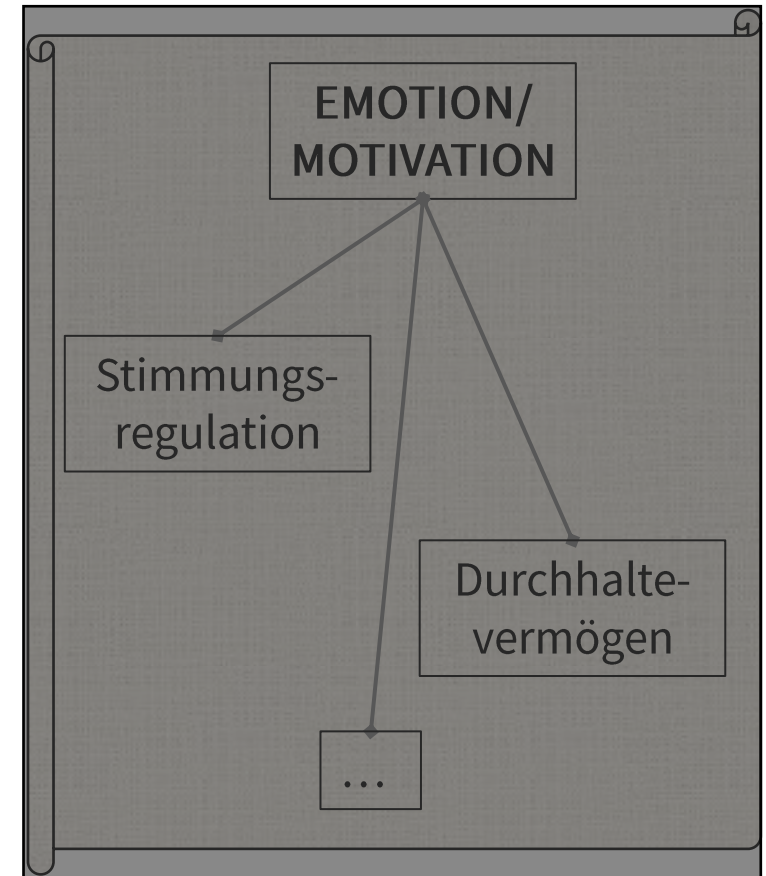
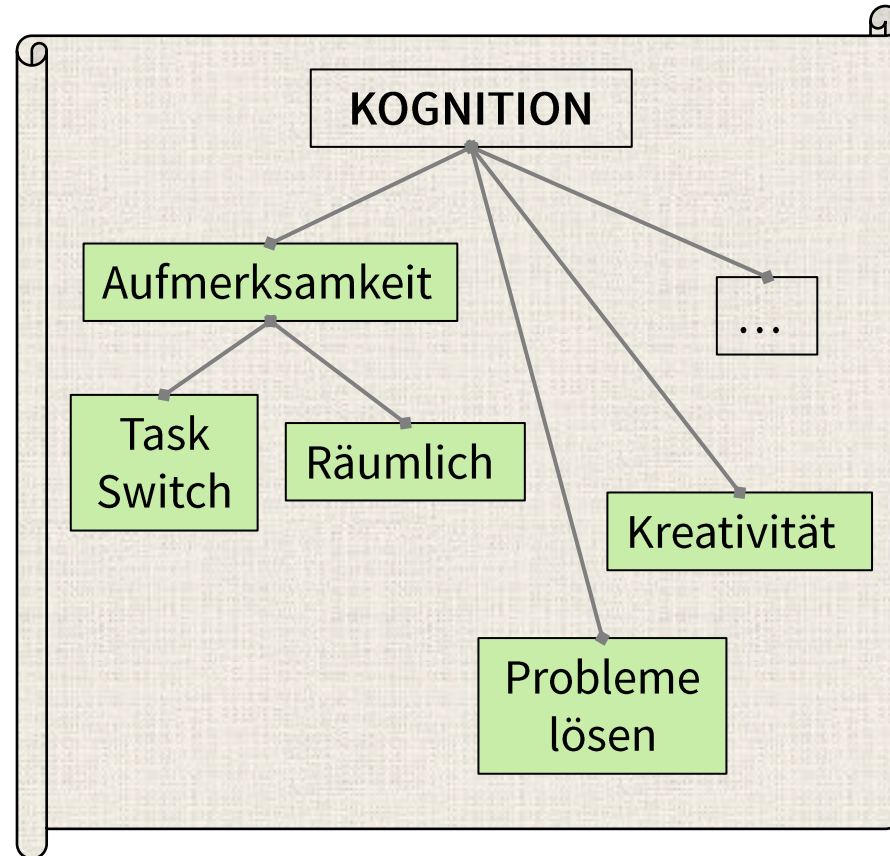
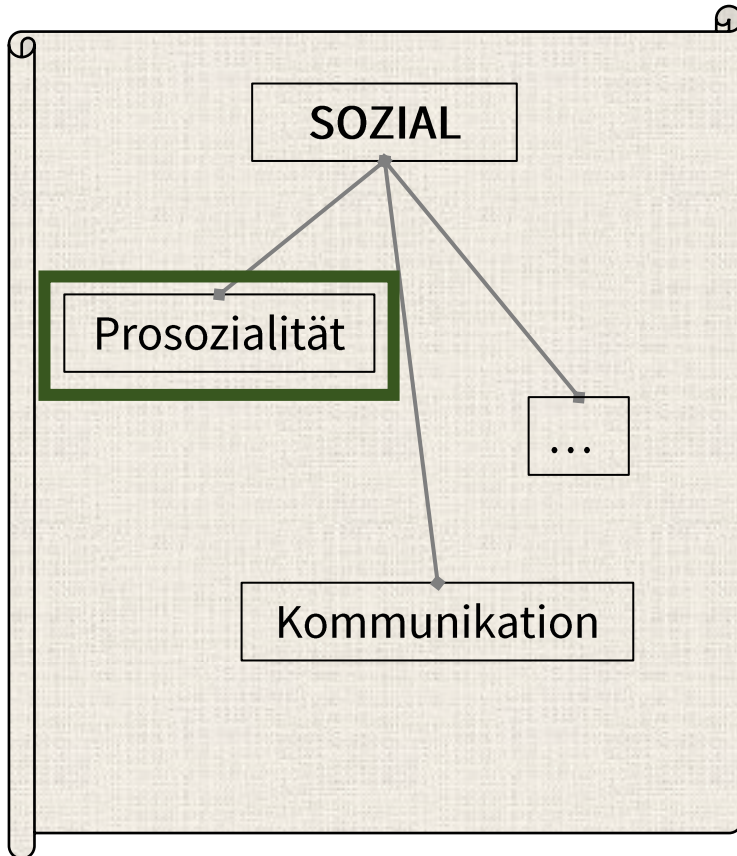
Planet Coaster (Wirtschaftssimulation)

- Freizeitpark gestalten und managen
- Oder auch nicht ;)



Planet Coaster (Frontier Developments, 2016)

Skill Tree



Sozial: Prosozialität (Granic et al., 2014)

Multiplayer

- Lohnenswerte
Zusammenarbeit

Sozial: Prosozialität (Granic et al., 2014)

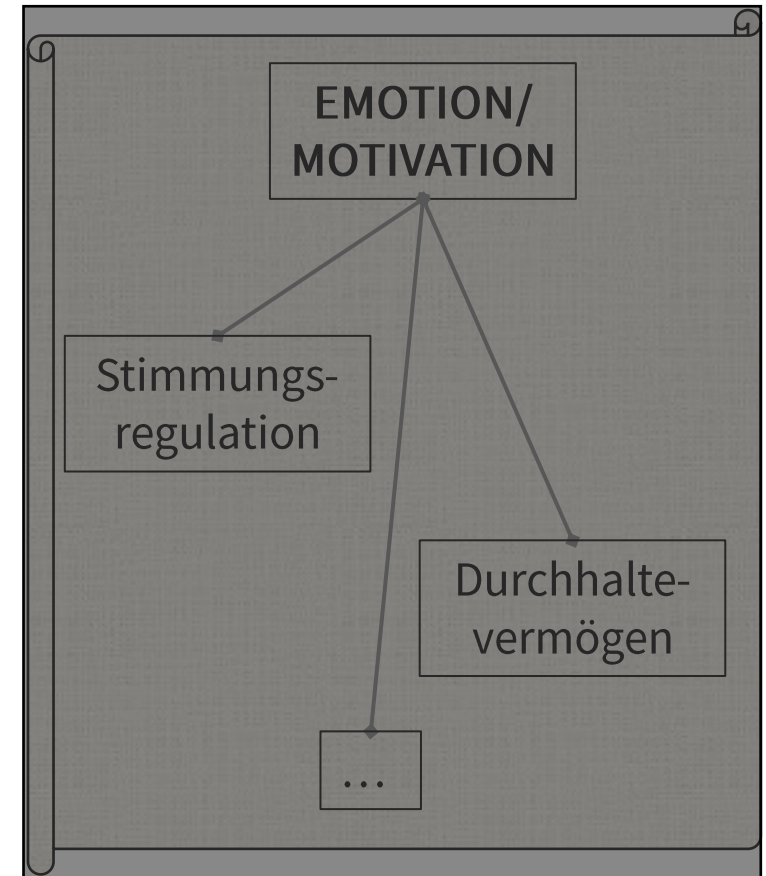
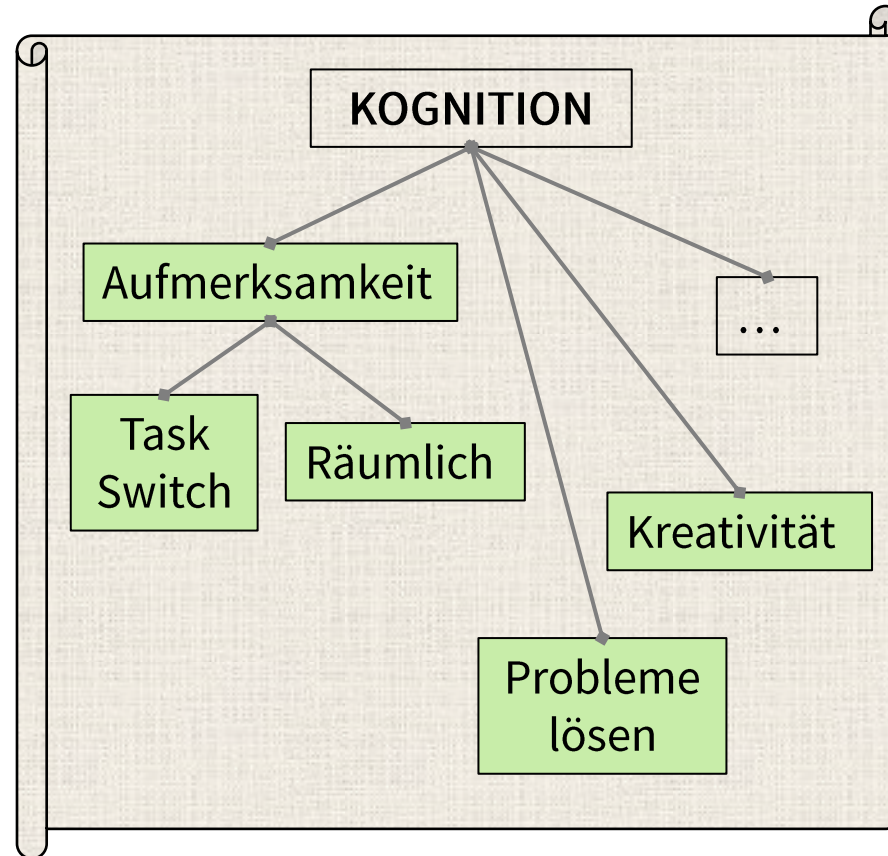
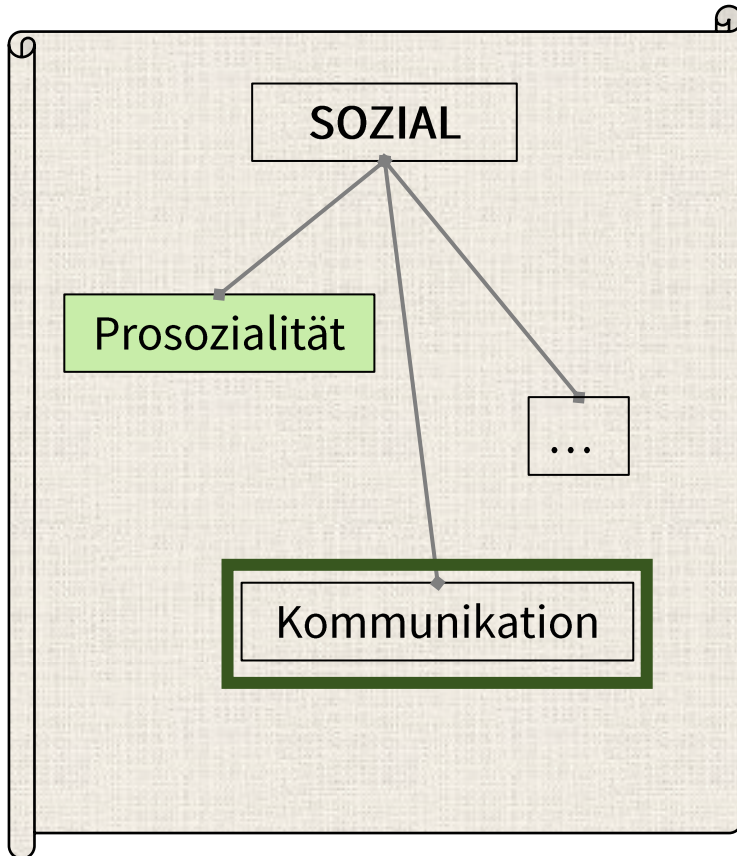
Multiplayer

- Lohnenswerte Zusammenarbeit



Stardew Valley (ConcernedApe, 2016)

Skill Tree



Sozial: Kommunikation (Granic et al., 2014)

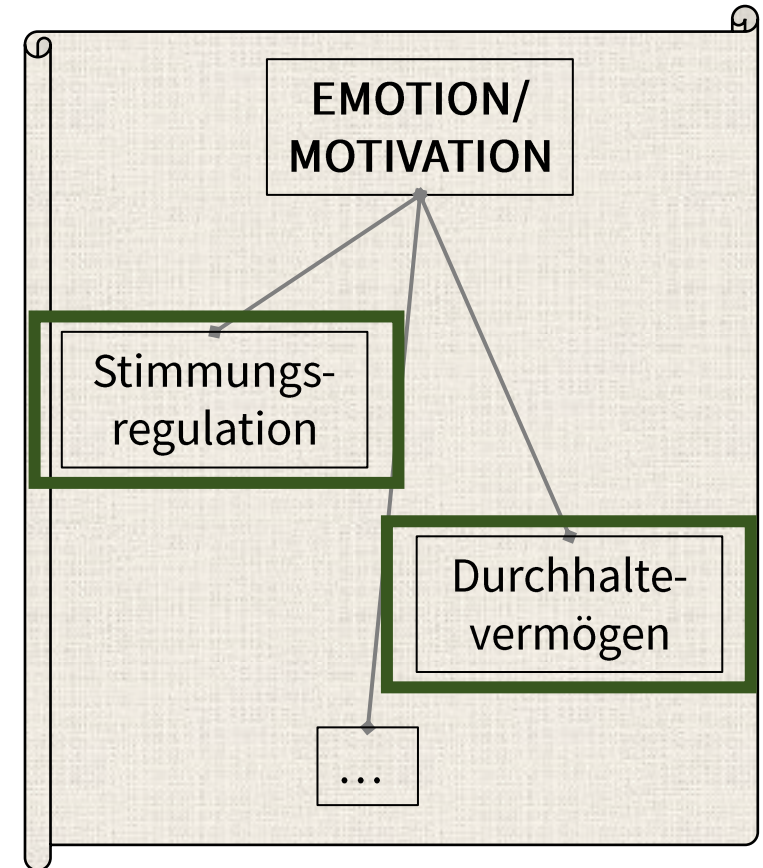
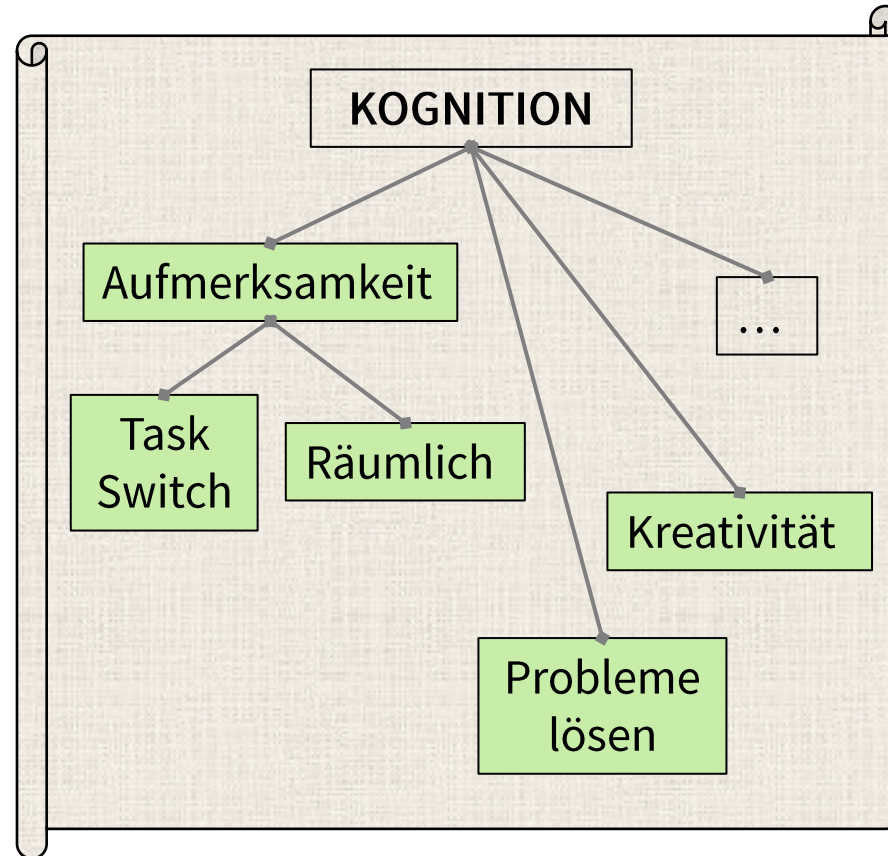
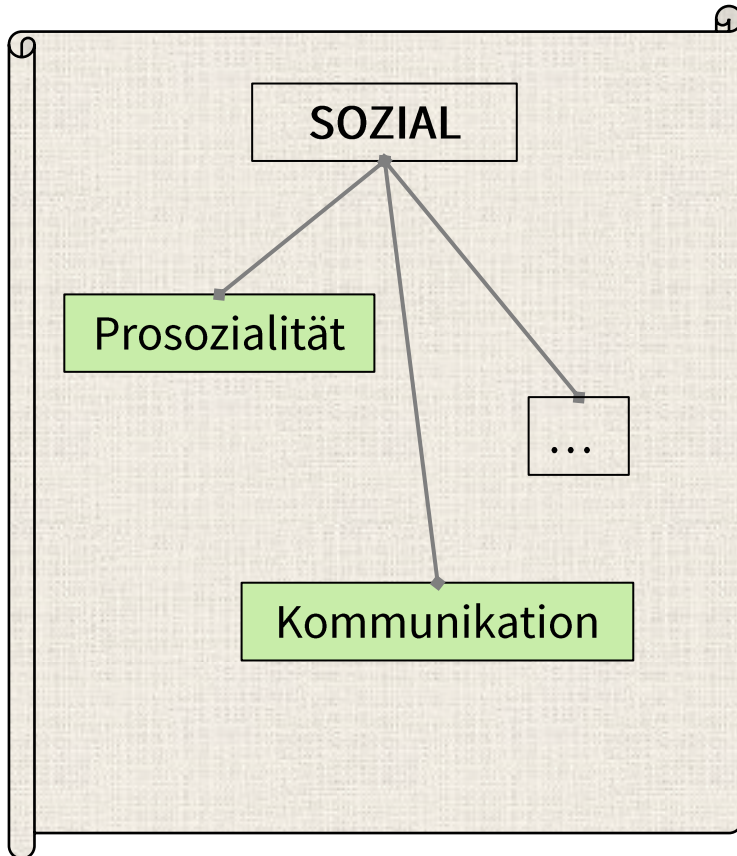
Multiplayer

- Immer neue soziale Situationen
- Kollaboration



Among Us (Innersloth, 2018)

Skill Tree



Perseverance (Madigan, 2020; Rahimi & Shute, 2021)

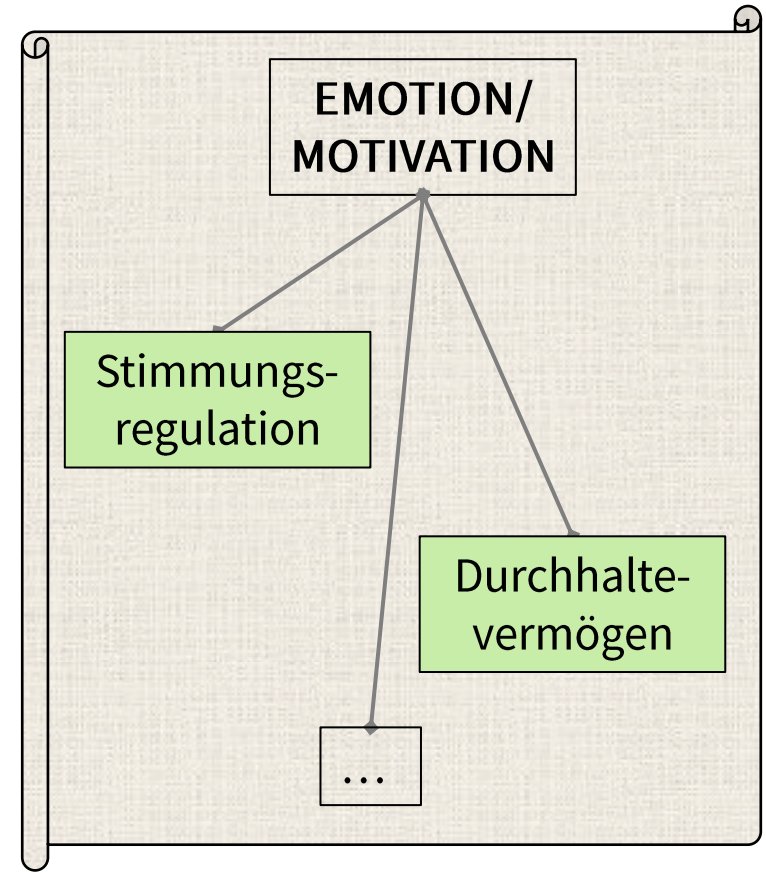
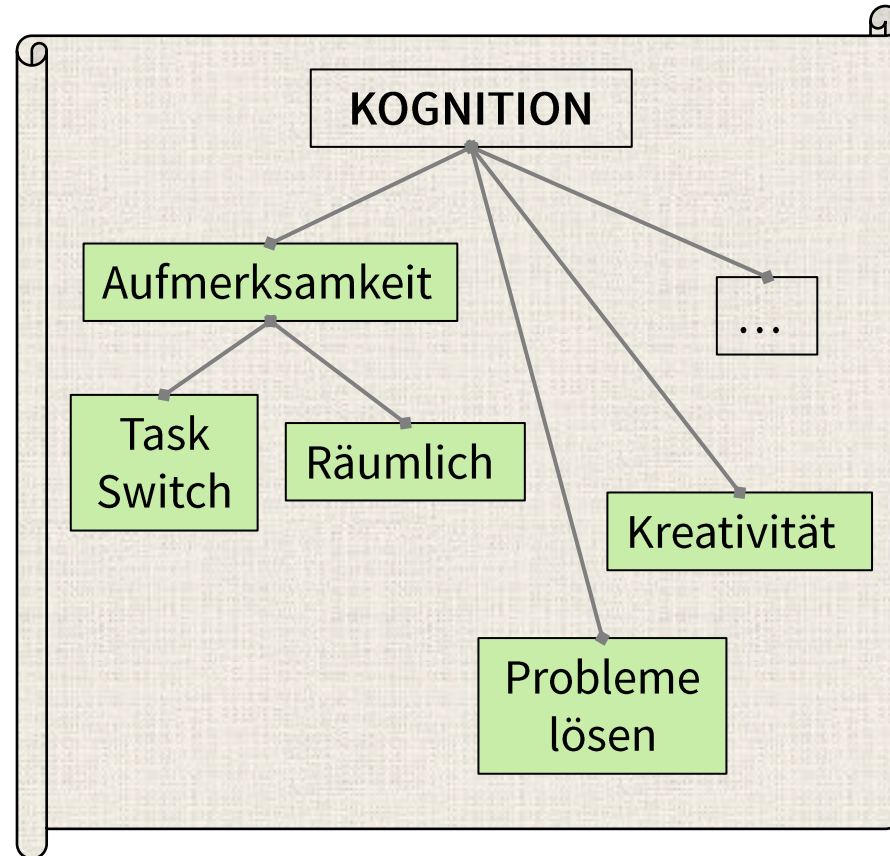
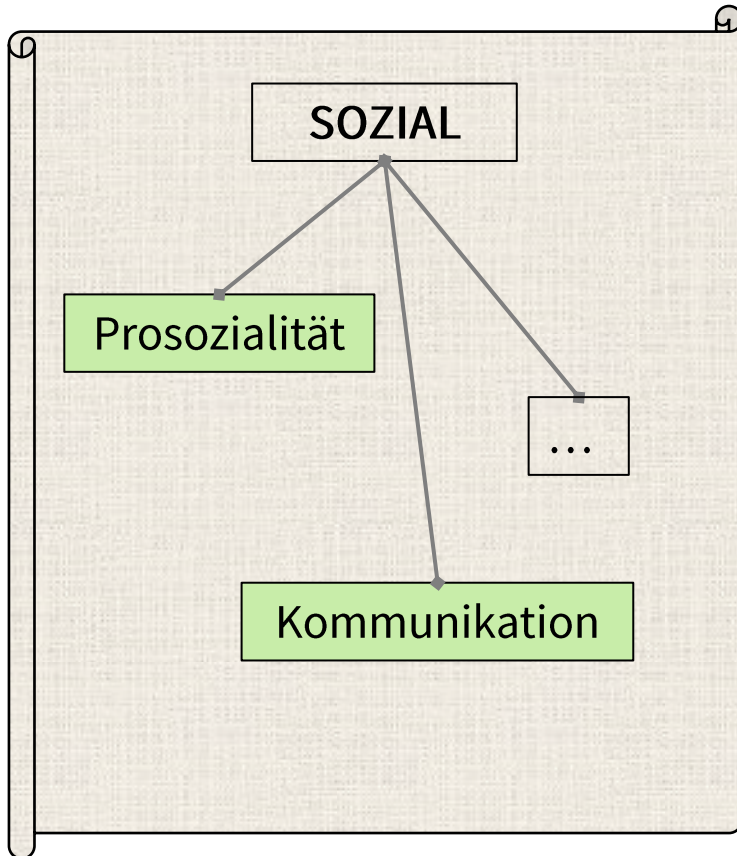
Souls Like

- Trail & Error

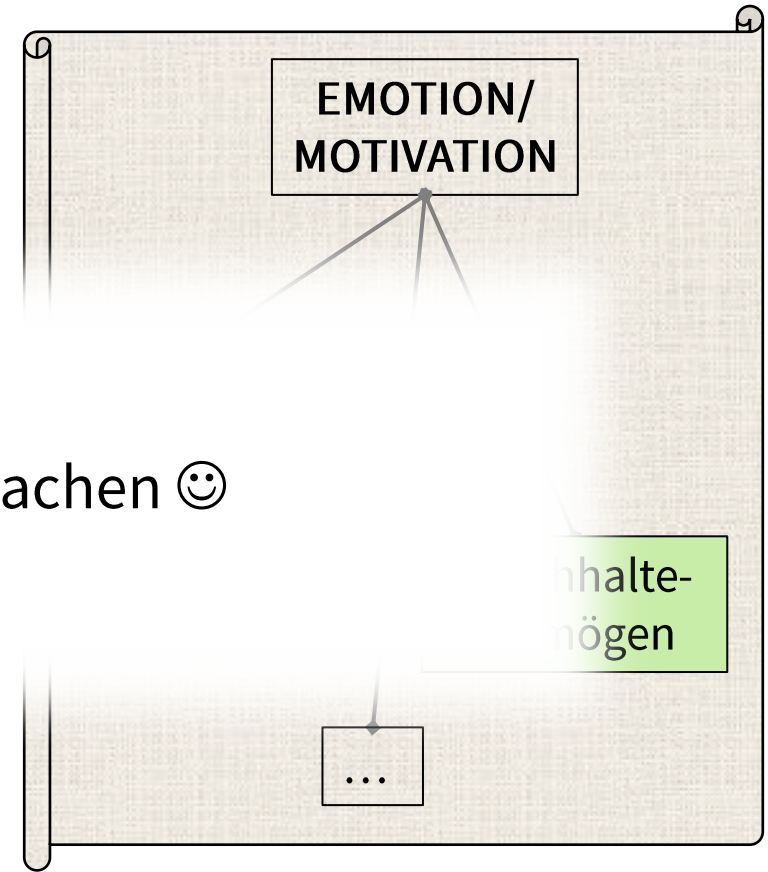
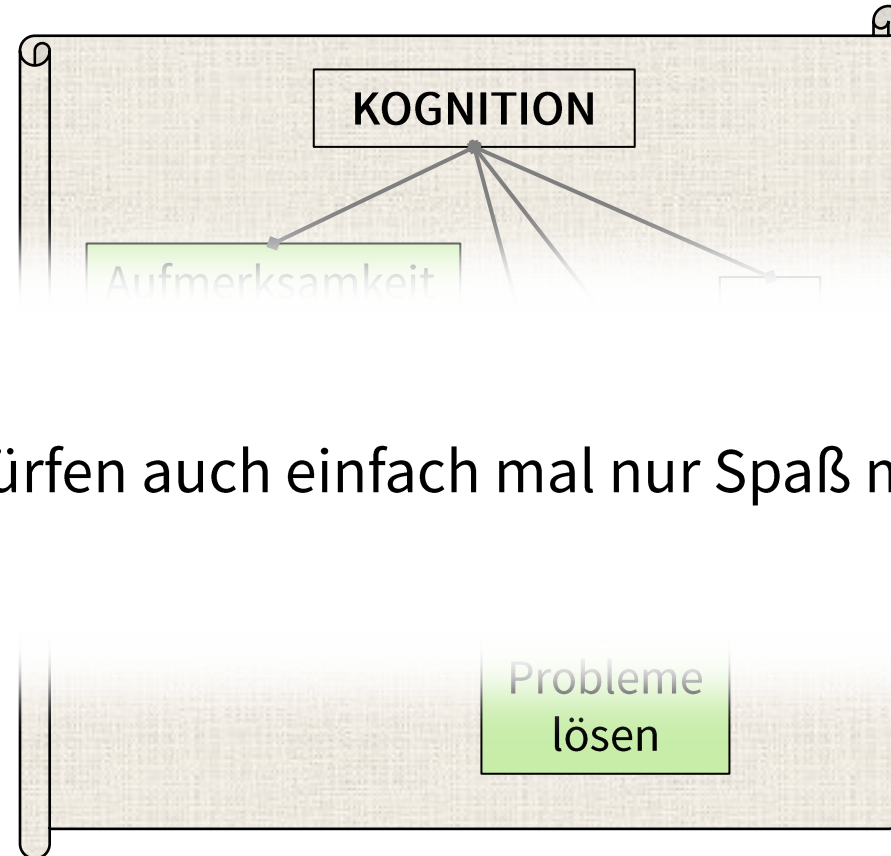
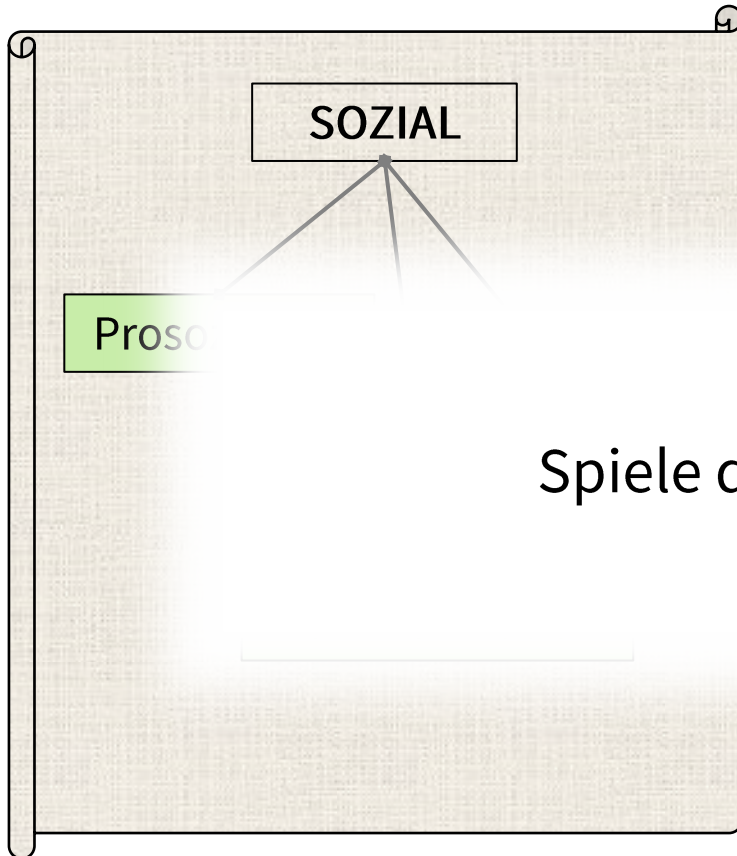


Elden Ring (From Software, 2022)

Fazit



Fazit



Spiele dürfen auch einfach mal nur Spaß machen 😊

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