

On Crossing Knowledge and Understanding Boundaries between Subject Fields when Developing e-Learning with Video Games

John N Sutherland,
University of Abertay Dundee, Scotland

Thomas Connolly,
University of Paisley, Scotland

Abstract. Creating e-learning simulations using video games is a relatively straightforward task as a simple learning tool for such as learning words, numbers and imagery. However, learning higher-level skills requires a game more clearly embedded within the realities of the real world. This raises issues of how the mores of the real-world affect what can and perhaps should be developed with a video game simulation. The development team needs to be more keenly aware of its need to be knowledgeable on both the field within which the simulation is embedded and the wider field of education. This is a rich cross-mixture of technology, anthropology, sociology, pedagogy, politics and philosophy that should be as fully understood as possible to ensure the video game simulation is both appropriate and correctly functional.