



University
of Stavanger

DIADCTIC DIGITAL EDUCATIONAL LAB (DDV)

The Computer & Video Game Guide For Teachers

Version 1 - Stavanger 2024 - UiS/DDV/NETTOP



Future
Classroom
Lab
Norway



EDTECH CONFERENCE

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Preface



Hi,

Thank you for picking up our computer and video game guide! The world of gaming is both exciting, but can also be quite overwhelming and maybe a bit scary. That's why we wanted to make this computer and video game guide. A low entry guide for teachers who may not be all too familiar with games, but are curious and interested in how they may use them in their teaching. We believe using games as a teaching tool may provide new opportunities for you and your students to learn in different, creative ways.

The Didactic Digital Educational Lab is a physical space at the University of Stavanger inspired by the term "future classroom lab". This means that we focus on digital tools for didactic and pedagogical use and explore as much as possible - from 3D printing to robots and media production, to name a few... We have gaming consoles, VR, AR and coding tools for use from kindergarten level, up to and including college level education. At the same time, we aim to offer the same digital technology that you can meet in contemporary classrooms, to our teacher students. This room is home to a wide range of projects, events and resources. The common trait for all of the initiatives we are involved in, is our goal to make both future teachers and practising teachers confident in the field of digital didactics.

Since 2017, we have kept an internal log of the games we use in our projects. These games are sorted by subject, age bracket and goals from the norwegian curriculum, as the guide initially was made for use in norwegian classrooms. There has been a high demand for access to this document, and thus we wanted to make this guide. Our goal has been to make it as easy to use as possible.

Our focus has been on making this guide accessible for everyone, not just for "gamers". That means that we have tested all the games in the guide, to be sure that we can vouch for them, and that we ourselves would use them in our teaching. Playing computer and video games can be an arena where trial and error can be explored, in a safe environment where the only consequence is that the game restarts or ends. Don't be afraid of students having more experience and knowledge about games than you - they will. And that's OK, and might be a good thing, as they can teach you and help each other.

Thank you for choosing this guide. We would greatly appreciate any feedback or tips you may have on improvements, and hope you make good use of it in your teaching practice.

Best wishes, and good luck!

From the team at DDV,

The Didactic Digital Educational Lab

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Bee Simulator	▲	●	×	□	20
Journey of the Broken Circle	▲	●	×	□	22
Alba: A Wildlife Adventure	▲	●	×	□	24
Mørkredd	▲	●	×	□	26
Never Alone	▲	●	×	□	28
Röki	▲	●	×	□	30
GRIS	▲	●	×	■	32
Human Resource Machine	▲	●	×	■	34
Keep Talking and Nobody Explodes	▲	●	×	■	36
My Child Lebensborn	▲	●	×	■	38
Snufkin	▲	●	×	■	40
Spent	▲	●	×	■	42
The Spirit & The Mouse	▲	●	×	■	44
Tick Tock: a Tale For Two	●	●	×	■	46
Valiant Hearts: the Great War	▲	●	×	■	48
Assassin's Creed: Odyssey	▲	○	×	■	50
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Draugen	▲	○	×	■	56
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Limbo	▲	○	×	■	60
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Through the Darkest of Times	△	○	✕	□	72
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About the guide

Introduction

All the games in our guide has been chosen using didactic and pedagogical criteria. We also take age limits into consideration, but have also included some games with a higher PEGI rating. This is made clear in the game's description in the guide.

We have two versions of the guide: one in print like a booklet (Norwegian only at the moment), and an electronic version that is available on our website in English and Norwegian (UiS/DDV).

The electronic version will be continuously updated, while the physical version will be printed periodically, subject to updates. This can be ordered at Lesesenterets (the National Reading Center's) webshop:



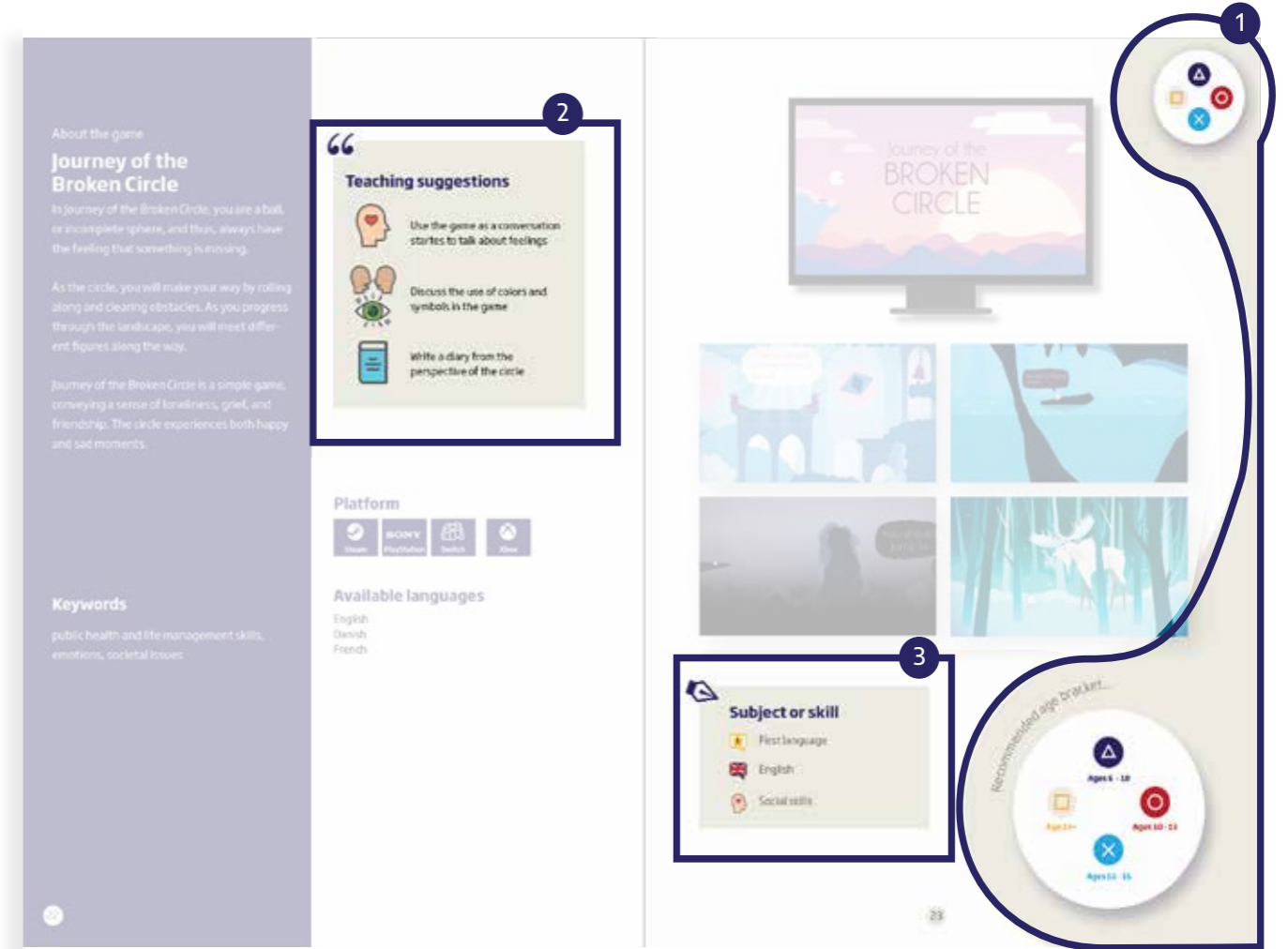
How to use the guide

All the games in our guide has been chosen using didactic and pedagogical criteria. We also take age limits into consideration, but have also included some games with a higher PEGI rating. This is made clear in the game's description in the guide.

We know all too well about the challenges associated with using computer and video games in schools. Therefore, we aim to give you guidance and advice on how to use the games, by including teaching suggestions. The games are also tagged with the platforms they are available to. You will find an explanation in the introductory pages about the qualities of the different platforms.

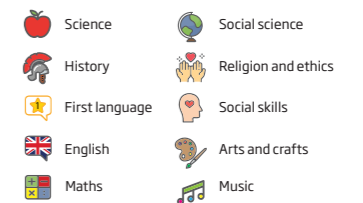
This guide is divided into sections for different age brackets in schools. Originally, in the norwegian guide, the games were divided into different grade levels. For this version, we have tried to "translate" the norwegian grade levels into age brackets instead:

	Ages 6-10
	Ages 10 to 13
	Ages 13 to 16
	Ages 16+



Three ways to navigate the content:

- 1 Age bracket
- 2 Teaching solutions
- 3 Subject or skill



Gaming platforms

If you are not a “gamer”, we recommend a moment to orientate yourself about different gaming platforms and their functions.

This overview is a short guide to the platforms and gaming consoles that you can use in your teaching practise.



Using a computer or tablet



Steam

Steam is a video game shopfront and social platform that is free to log into, like a library with some free, but mostly pay-per-download games. You can see what your friends are playing, and read reviews of popular games. Some games are accessed on a subscription basis, and some free games have in game purchases available. You can also find information about system requirements for using the games. “System requirements” refers to the maximum/minimum software and hardware specifications a system or application needs to run properly.



iOS / Android

iOS and Android are the operating systems used to run functions on digital devices and tablets. We’re talking iPhones, iPads, Samsung tablet, Galaxy etc. iOS is Apple’s operating system, and is used on all Apple products. Android is the operating system used on most other types of cell phones, tablets and computers that are not Designed by Apple.



Gaming consoles



Xbox

Xbox is a gaming console produced by Microsoft, launched in 2001. Their newest console, Xbox Series X and S were launched in 2020. The console has a Microsoft Store gaming library, and you have to create an account to purchase games- or you can buy physical games on disc to play on the console (Xbox Series S is digital only, whereas other models can play physical discs).



Nintendo Switch

The Nintendo company was established in 1983, and is still one of the markets strongest competitors, with their newest console Nintendo Switch. Although less powerful than Xbox and PlayStation, Switch can be used as a hand held portable console, or connected to a TV. Games can be bought through Nintendo Store, or on physical discs.



VR

VR or “Virtual Reality” is experienced by using special glasses, such as HTC Vive, Oculus, PlayStation VR and Pico, so that the player can experience a 3D environment, where they can move and navigate in a 360 degree virtual world. Games or simulations with VR function are therefore often experienced as immersive, and can give insights and perspectives to places we might never have been able to access to otherwise.



PlayStation

PlayStation is produced by Sony and has been on the market since 1991, when PlayStation 1 was launched. Their newest console, PlayStation 5, was released in 2020.

Nowadays, the most commonly used consoles are PS4 and PS5. PlayStation Store gives access to a huge selection of games which can be bought digitally, or you can use physical discs with the consoles.

Reasons for using computer and video games in teaching



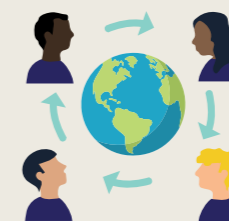
Computer and video games are a central part of contemporary youth culture.

The survey Children and Media from 2022 (9-18 yr olds) revealed that 92% of boys and 59% of girls in Norway play computer and video games.



Computer and video games can contain **simulations** of real-life situations that pupils can train safely in!

Computer and video games give pupils the opportunity to hone their problem-solving and strategic thinking skills.



Computer and video games can tear down the barriers of classroom walls. **Pupils and teachers can meet virtually as global citizens, enabling collaborations across classrooms, counties, countries and continents!**

Ab

Computer and video games **contain quite a lot of text, which improves literacy skills!**

Did you know, for example, that the Norwegian-made computer game *Embracelet* contains more than 28.000 words?



Computer and video games are **multimodal**. New media allows us increasingly different ways to express ourselves.



Computer and video games **can act as a gateway to discourse about public health and life challenges**, especially narrative games.



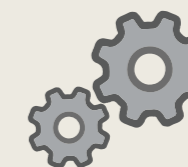
Computer and video games enable us to time travel, and **experience historical events** as if we were really there!



Computer and video games provide different contexts and perspectives that can help players reflect upon the relation between technology and society, allowing them to **develop critical thinking skills and an understanding of media and culture.**



Computer and video games require collaboration skills! Students must actively participate and learn to make independent choices.



Computer and video games give us **access to technology, helping us develop the skills we will need for future careers.**

Quick overview - games sorted by recommended age bracket

It´s Spring Again

Pode

Bee Simulator

Journey of the Broken Circle

Alba: A Wildlife Adventure

Mørkredd

Never Alone

Röki

GRIS

Human Resource Machine

Keep Talking and Nobody Explodes

My Child Lebensborn

Snufkin

Spent

The Spirit & The Mouse

Tick Tock: a Tale for Two

Valiant Hearts: The Great War

Assassin´s Creed: Odyssey

Assassin´s Creed: Origins

Bury Me, My Love

Draugen

Embracelet

Limbo

Mosaic

Skábma - Snowfall

Spleiselaget Byen

Stray

Sunlight

The Climate Trail

Through the Darkest of Times

What Remains of Edith Finch

Attentat 1942

Battlefield 1

Her Story

The Stanley Parable: Ultra Deluxe

The Computer & Video Game Guide

Games sorted by recommended age bracket

About the game

It's Spring Again

It's Spring Again is a "point and click" game, where the youngest players can explore the changing seasons. This game works well as an introduction to gaming.

“

Teaching suggestions



Use the game as an initial exploration of the seasons in English or Russian



Multidisciplinary work in English and Science with the changing of the seasons

Platform



Available languages

English
Russian

Keywords

aesthetic, nature, point-and-click



Subject or skills

- Science
- English

Recommended age bracket...

- Ages 6 - 10
- Age 16+
- Ages 10 - 13
- Ages 13 - 16



About the game

Pode

Pode is a cosy and child friendly game about friendship, collaboration and problem-solving.

The goal is to work your way through the game. The game is driven forward by two friends, a stone and a star, solving challenges together. These two friends are completely reliant on each other, and they must, among other things, climb on top of each other and use their own unique characteristics and qualities to help each other along the way.

This game can be played alone, but works best when played in pairs.

Keywords

collaboration, problem-solving



Teaching suggestions



Focus on collaboration skills



Discuss the gameplay and its functions



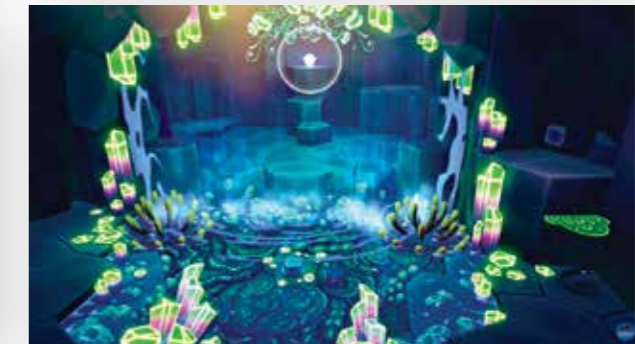
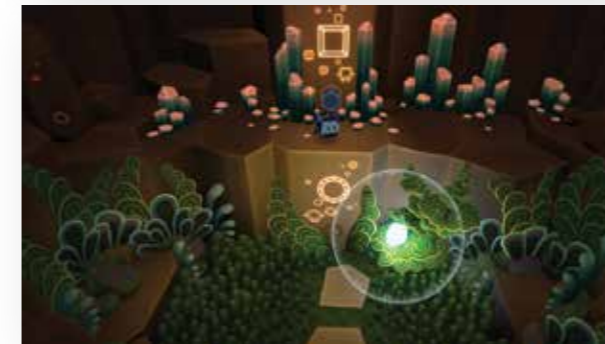
Talk about the meaning of friendship

Platform



Available languages

English
Norwegian
French
Italian
German
Spanish
Arabic
Portugese
Danish
Finnish
Simplified Chinese
Japanese
Polish
Russian
Swedish
Turkish



Subject or skills



Social skills



Recommended age bracket...



Ages 6 - 10



Age 16+



Ages 10 - 13



Ages 13 - 16

About the game

Bee Simulator

In *Bee Simulator* the player experiences what it is like to be a bee - you must learn to fly, collect nectar and avoid danger.

The game can be played individually or in pairs.

Keywords

sustainability, nature, collaboration



Teaching suggestions



Use the game to start a conversation about sustainable development



Let the game be a starting exercise for creative writing, for example "A day in the life of a bee..."



Use as a start to a project about endangered species

Platform



Available languages

- English
- German
- Polish
- French
- Italian
- Spanish
- Simplified Chinese
- Traditional Chinese
- Korean
- Japanese
- Dutch
- Portugese
- Russian



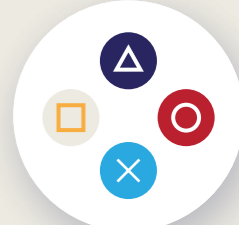
Subject or skills



Science



Social science



Recommended age bracket...



Ages 6 - 10



Age 16+



Ages 10 - 13



Ages 13 - 16

About the game

Journey of the Broken Circle

In *Journey of the Broken Circle*, you are a ball, or incomplete sphere, and thus, always have the feeling that something is missing.

As the circle, you will make your way by rolling along and clearing obstacles. As you progress through the landscape, you will meet different figures along the way.

Journey of the Broken Circle is a simple game, conveying a sense of loneliness, grief, and friendship. The circle experiences both happy and sad moments.

Keywords

public health and life management skills, emotions, societal issues

“

Teaching suggestions



Use the game as a conversation starter to talk about feelings



Discuss the use of colors and symbols in the game



Write a diary from the perspective of the circle

Platform



Available languages

English
Danish
French

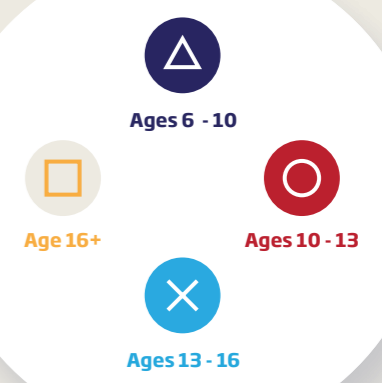


Subject or skill

- First language
- English
- Social skills



Recommended age bracket...



About the game

Alba: A Wildlife Adventure

Alba: A Wildlife Adventure follows a young girl, Alba, who is on holiday in the south of Europe with her grandparents. She can't wait to explore the island with her friend Ines, but they soon discover an animal in danger.

This experience causes Alba to develop a new passion - trying to make the island a better place for the wild animals who live there.

Keywords

nature, climate, environment, animal welfare, travel, sustainability

“

Teaching suggestions



Make a notebook inspired by Alba, but with animals from your local eco system



Consider, based on your own observations, which measures should be taken in your local environment to conserve biodiversity



Use the game as an inspiration for creative writing

Platform

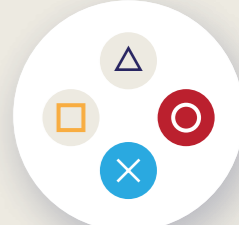


Available languages

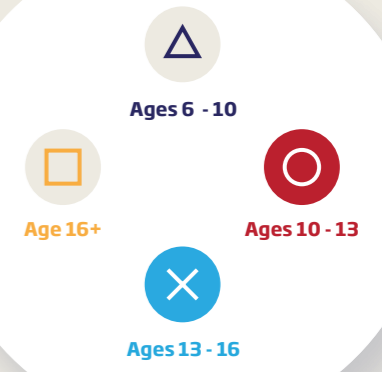
- English
- French
- Italian
- German
- Spanish
- Arabic
- Japanese
- Portugese
- Russian
- Simplified Chinese
- Traditional Chinese
- Turkish
- Dutch
- Korean

Subject or skills

- First language
- Science
- English
- Social science



Recommended age bracket...



About the game

Morkredd

In the norwegian game *Mørkredd*, which means afraid of the dark, the aim of the game is to guide two characters through a labyrinth of obstacles. The game can be played alone (controlling one character) or played in pairs (where players control one character each).

The aesthetic of the game is dark and bleak, living up to the name of the game. In the labyrinth, the goal for the characters is to stay as close as possible to light, and avoid darkness. To achieve this, the characters have access to several tools, the most important being an orb of light which they must push in front of them wherever they go.

Keywords

aesthetic experience, energy, exploration, natural phenomena, contrasts

“

Teaching suggestions



Play *Mørkredd* as an introduction to themes such as light, darkness and energy

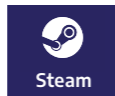


Discuss the use of light and darkness as devices in the game



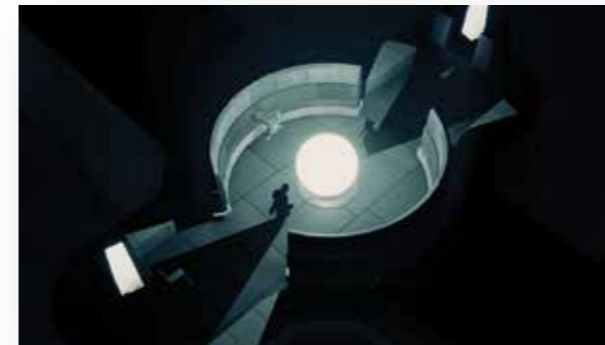
Practice collaboration and communication skills

Platform



Available languages

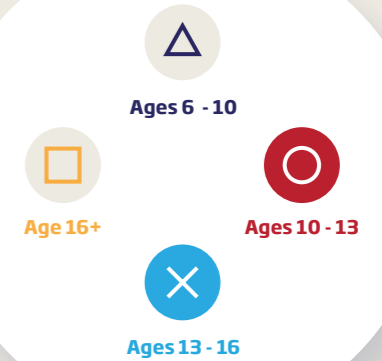
English
Norwegian
French
Italian
German
Spanish
Danish
Finnish
Japanese
Polish
Portugese
Russian
Simplified Chinese
Swedish



Subject or skills

- First language
- English
- Social skills

Recommended age bracket...



About the game

Never Alone (Kisima Ingitchuna)

In *Never Alone*, the player experiences the game from the standpoint of Nuna and a polar fox, who are hunting for the source of a storm that threatens their home.

Nuna is Inuit, and the game is based on folk stories from Alaska’s native peoples, the Iñupiat. Nuna and the polar fox must work together to overcome obstacles, to move forwards through the game. If playing in single player mode, you must choose between being Nuna or the fox. In two player mode, the players operate one character each. The game is filled with information videos, telling about the Inuit culture. You can also see these videos without playing through the game.

This game is made in close collaboration with the indigenous locals, the Alaskan Iñupiat.

Keywords

indigenous peoples, culture, history, storytelling, literature



Teaching suggestions



Discuss indigenous peoples, culture, myths and human rights



Use in teaching about sustainable development



Investigate the literary devices in the game

Platform



Available languages

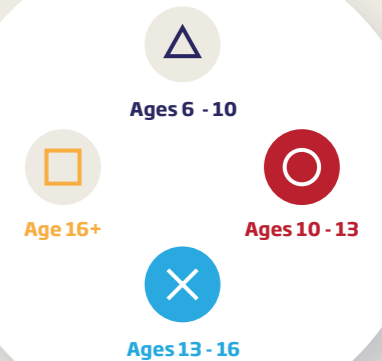
- English
- Norwegian
- French
- Italian
- German
- Spanish
- Japanese
- Korean
- Portugese
- Russian
- Danish
- Dutch
- Finnish
- Polish
- Swedish
- Simplified Chinese



Subject or skills

- First language
- English
- Social science

Recommended age bracket...



About the game

Röki

Röki is a stunning adventure set in the snow-capped wilderness. As Tove, you must explore an uncharted world of hidden legends and forgotten monsters. Solve puzzles, collect curiosities, and uncover a tale of tragic loss, as you try to find your way back home.

You play as Tove, who lives with her little brother and their father. Tove's mother has passed away, and her father is not very present. Tove looks after her little brother, makes him food, puts him to bed, and tells him folklore inspired stories. One night, monster threatens their home, and they have to flee on their snow sledge.. They run away into the forest, where her little brother is taken by a troll. Tove has to find and rescue him. Along the way she has to help creatures from nordic folk tales to get to her brother..

Röki is an exciting game for children, which mixes nordic folklore traditon with puzzles, and a rich story.

Keywords

Nordic folklore, adventure, puzzle, literature

“

Teaching suggestions



Write a diary inspired by Tove's diary in the game.



Write a story from the perspective of the little brother after being kidnapped.



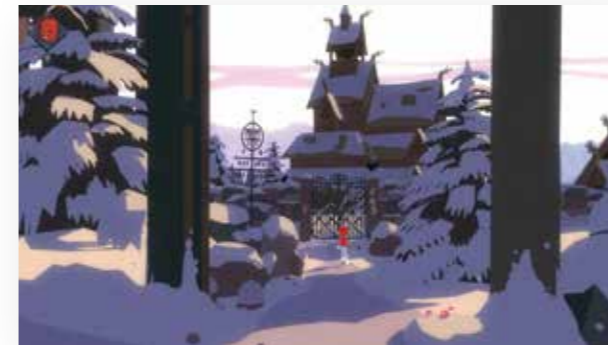
Describe elements and objects in the game that come from Nordic culture

Platform



Available languages

English
Norwegian
French
Italian
German
Spanish
Japanese
Korean
Simplified Chinese
Portugese
Russian
Polish



Subject or skills



First language



English

Recommended age bracket...



Ages 6 - 10



Age 16+



Ages 10 - 13



Ages 13 - 16

About the game

GRIS

The game *GRIS* shares its name with its protagonist - a young woman dealing with a painful experience in her life.

The story begins with GRIS waking up in the hand of a decaying statue. GRIS tries to sing, but can't. As a consequence, she falls into a colourless world, where the player must steer her to find light.

GRIS takes the player on a journey through grief, travelling through environments representing the five stages of grief: denial, anger, bargaining, depression and in the end, acceptance. The game is clearly divided into these five stages and can be played over several sessions.

GRIS has striking visual and musical compositions, which contribute to communicating the protagonist's feelings. GRIS learns to use her feelings to develop new skills, to navigate grief and the levels in the game.

Keywords

identity, mental health, literature, psychology, aesthetic

“

Teaching suggestions



Use the game in creative projects exploring the five stages of grief



Write an analysis of the game's storyline, reflecting on different expressions of grief



Use as a conversation starter about mental health and grief

Platform



Available languages

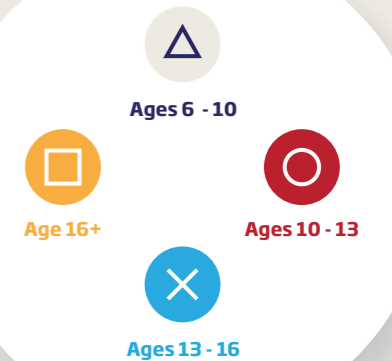
English
French
German
Spanish
Japanese
Korean
Russian
Simplified Chinese
Traditional Chinese
Portuguese



Subject or skills

- First language
- English
- Arts and Crafts
- Music

Recommended age bracket...



About the game

Human Resource Machine

In *Human Resource Machine* you play an avatar that starts a job in a factory.

The player is given different tasks which must be solved by programming the avatar. The game is level based, and helps develop algorithmic thinking.

Keywords

logistics, problem solving, programming, algorithmic thinking



Teaching suggestions



Use one level as a warm up exercise to start a math lesson, or to start the school day



Practice algorithmic thinking



Use tasks from the game as a starting point to write a formula

Platform



Available languages

- English
- Norwegian
- French
- German
- Spanish
- Dutch
- Polish
- Italian
- Russian
- Portugese
- Swedish
- Czech
- Danish
- Hungarian
- Simplified Chinese
- Turkish
- Japanese
- Korean
- Traditional Chinese



Subject or skills



Recommended age bracket...



Ages 6 - 10



Age 16+



Ages 10 - 13



Ages 13 - 16



About the game

Keep Talking and Nobody Explodes

Keep Talking and Nobody Explodes is a collaborative game whereby players communicate to disarm a ticking bomb.

One player is responsible for handling the bomb, while the other player(s) have access to a manual and must therefore explain what should be done to disarm the bomb. The bomb handler does not have access to the bomb manual, and vice versa.

This game requires communication and close collaboration within a time limit.

Keywords

verbal skills, collaboration, foreign language skills



Teaching suggestions



Use the game as a way to practice cooperation, inclusivity and participation

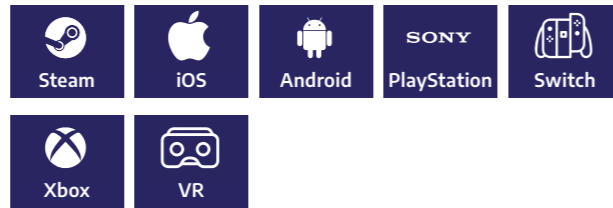


Make a glossary for the game, as preparation before playing



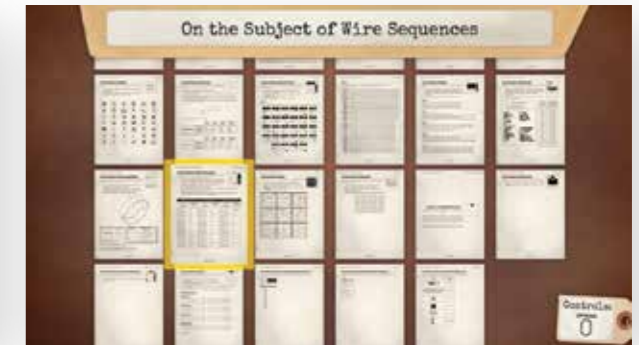
Play the game in a foreign language, to practice verbal communication

Platform



Available languages

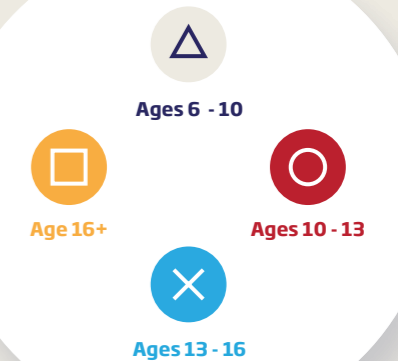
- English
- Norwegian
- Japanese
- Spanish
- Dutch
- Polish
- Romanian
- Turkish
- Italian
- Finnish
- Portugese
- Russian
- Simplified Chinese
- French
- German
- Arabic
- Czech
- Danish
- Hungarian
- Korean
- Swedish
- Thai
- Traditional Chinese
- Ukrainian



Subject or skills

- First language
- English
- Foreign Language (see available languages)

Recommended age bracket...



About the game

My Child Lebensborn

My Child Lebensborn is set in a small village in Norway, just after the Second World War has taken place. The player takes the role of the parent of either Karin or Klaus, children of nazi soldiers deployed in Norway during the war.

The game presents players with a range of thought-provoking dilemmas. You have to try being a good parent to Karin or Klaus, who is experiencing discrimination and bullying. Various ethical and social problems typical to parenting will come to light, including how to guide a child being bullied as a consequence of the social stigmatisation that was common after the war.

The game raises issues which can be difficult for some pupils, so discretion is advised.

Keywords

parenting, history, ethics, mental health, bullying, identity, war

“

Teaching suggestions



Use the game as part of your teaching about Nazism and WW2



Talk together about how parent and guardian roles differ now to in the past, compare differences and similarities



Working over a period of time, write reflection notes around the dilemmas faced in the game

Platform



Available languages

English
Norwegian
French
Italian
German
Spanish
Arabic
Japanese
Korean
Polish
Portuguese
Russian
Simplified Chinese
Turkish
Indonesian
Hindi

Subject or skills

- First language
- Social science
- Religion and Ethics
- History



Recommended age bracket...



Ages 6 - 10



Age 16+



Ages 10 - 13



Ages 13 - 16

About the game

Snufkin: Melody of Moominvalley

In *Snufkin: Melody of Moominvalley*, you play as Snufkin, returning to Moominvalley as the Moomins' winter sleep comes to an end.

When Snufkin returns, Moominvalley has been altered. The Park Keeper is on a mission to «improve» the valley, by making parks throughout nature and forcing the animals to flee. Snufkin is appalled, and takes on the task to free nature from the parks, and from The Park Keeper's tyranny.

Snufkin uses music to inspire and heal nature, and is gifted different instruments by friends he makes on his journey. The music in the game is made in collaboration with Sigur Rós.

Snufkin: Melody of Moominvalley is a beautiful and thought provoking game, based on Tove Jansson's Moomin universe.

Keywords

Sustainability, adaptation, ecocriticism, nature, literature

“

Teaching suggestions



Examine the relationship between nature and the other characters in the game



Compare the game to the original material by Tove Jansson, and discuss it as an adaptation



Explore the local environment - how is nature being (mis)treated?

Platform



Available languages

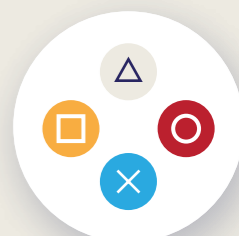
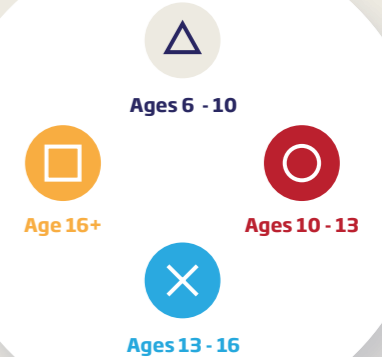
- English
- Norwegian
- Danish
- Finnish
- Japanese
- Swedish
- French
- German
- Spanish
- Polish
- Portugese
- Russian
- Simplified Chinese
- Turkish



Subject or skill

- Literature
- English
- Social science
- Religion and ethics

Recommended age bracket...



About the game

Spent

Spent allows you to experience the financial crisis of 2008 in the US, from the first-hand perspective of a low income american citizen. The objective of the game is to try and get through the month without running out of money.

You decide the budget and fate of a typical low income family with kids, choosing every strategic move: from which job to take and where to live, as both financial and ethical dilemmas pop up along the way. Spent gives an insight into how the private and public systems in the US work, and the kind of decisions a low income family is faced with when trying to survive financially.

Spent includes real statistics about poverty in America, and was made in collaboration with the Urban Ministries of Durham, North Carolina, an organisation that offers local help to people experiencing financial problems.

Keywords

mental health, ethics, dilemma, societal issues, finances

“

Teaching suggestions



Compare societal structures and welfare systems in the US and your country



Reflect upon circumstances and options of people facing financial difficulties



Discuss the connection between economic choices and ethics

Platform



Available languages

English



Subject or skills



English



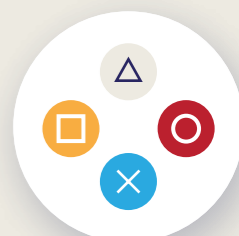
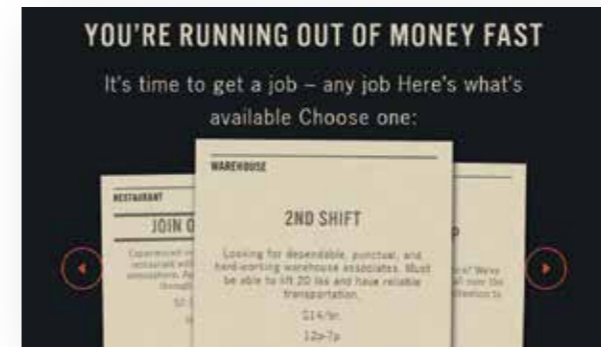
Social science



Maths



Religion and Ethics



Recommended age bracket...



Ages 6 - 10



Age 16+



Ages 10 - 13



Ages 13 - 16

About the game

The Spirit & The Mouse

The Spirit & The Mouse is a game played from the perspective of Lila - a little mouse with a big heart. The goal of the game is to help people in the French town Sainte-et-Claire.

In an attempt to retrieve a scarf for one of the towns citizens, Lila is hit by lightning, which results in her getting electrical powers. In collaboration with a spirit of light called Lumion, she works to bring light into the homes and hearts of the population.

The game is clearly divided into different assignments, which means you can play a single task and see immediate results, which makes it ideal for using in classes - without having to play the whole game.

Keywords

literature , problem solving, foreign language skills

“

Teaching suggestions



Make a list of the literary and multi-modal devices in the game (examples are genre, perspective, colour, sound effects etc.) and discuss what effect these have on the gaming experience.



Guide the pupils to play the game while focusing on the language, making a glossary of terms as they play, and then use the glossary as the starting point for writing a game review.

Platform



Browser



Switch

Available languages

English
French
German
Spanish
Simplified Chinese
Japanese



Subject or skill



English



Foreign language (see available languages)

Recommended age bracket...



Ages 6 - 10



Age 16+



Ages 10 - 13



Ages 13 - 16

About the game

Tick Tock: A Tale for Two

Tick Tock: A Tale for Two is a cooperative mystery game where two (or more) players must solve tasks together to progress. Instead of playing on the same device the players each have their own, and are given different information. Thus, they have to work together!

The game starts with both players receiving a curious package on each of their respective devices. These packages become the starting point for the story, and a mystery that must be resolved. Each player gets different hints and codes, and cannot solve the mystery without each other's information.

The game requires problem solving and cooperation, but is also driven by the narrative. This makes the gaming experience even more exciting.

Keywords

cooperation, problem-solving, communication, reading, mystery, literature

“

Teaching suggestions



Use as a group activity to promote collaboration skills, social skills and bonding while achieving a common goal



Use as a starting point for a creative writing task



Practice speaking in English (or another foreign language) in situations where communication is key

Platform



Available languages

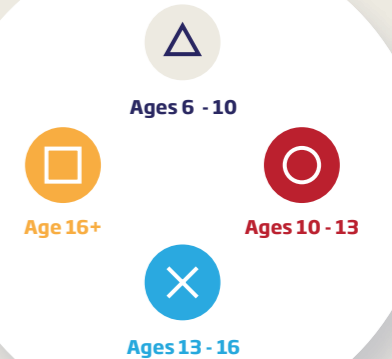
English
German
Danish
French
Simplified Chinese
Spanish
Portuguese
Japanese
Swedish
Korean
Traditional Chinese
Arabic
Russian



Subject or skills

- First language
- English
- Foreign Language

Recommended age bracket...



About the game

Valiant Hearts: the Great War

Valiant Hearts: the Great War is the story of four different characters and their experiences of loss, love, survival and friendship in a war torn First World War era.

This game is a 2D animated comic book adventure, which mixes elements of exploration, action and puzzle solving. Lost in the middle of the trenches, you will play as each of the four strangers, who relive WWI through central events in each chapter. Players must solve the tasks from their respective positions on the frontlines. Players discover objects that provide information about life during the war.

This game is developed to be as historically accurate as possible, drawing on lots of real-life reference material, enabling pupils to learn about history while playing.

Keywords

history, war, democracy, ethics



Teaching suggestions



Discuss how war affects soldiers and civilians, based on how war is portrayed in the game.



Divide the different parts of the game, and have students present their impressions of their part to the rest of the class.



Look for facts in the game, and investigate if the information presented is accurate and consistent with that of other sources.

Platform



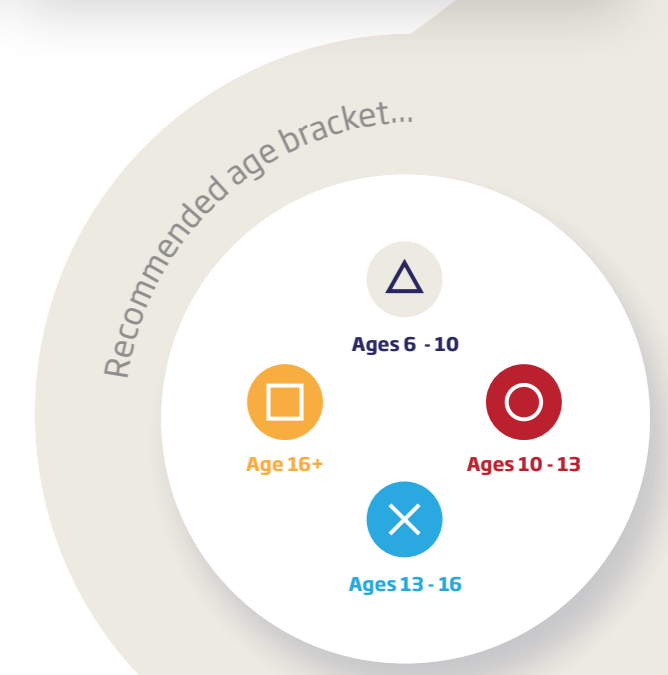
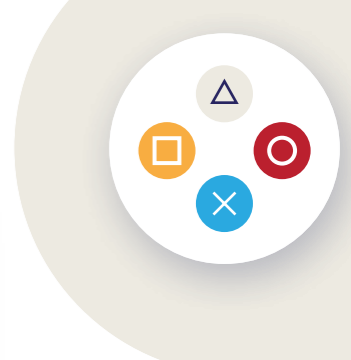
Available languages

- English
- French
- Italian
- German
- Spanish
- Dutch
- Japanese
- Polish
- Portugese
- Russian



Subject or skills

- History
- Social science



About the game

Assassin's Creed: Odyssey

Assassin's Creed: Odyssey takes place in Ancient Greece, where you play as either Alexios or Cassandra. Both are mercenaries and descendants of the legendary King Leonidas of Sparta. Unlike the rest of the Assassin's Creed series, which largely focuses on the battle between the Templars and the assassin order, Assassin's Creed: Odyssey takes place long before any of these organizations were formed. The story is set during the Peloponnesian War, which was fought between Athens and Sparta. Alexios/Cassandra is thrown into the war, while at the same time fighting a secret organization named The Cult of Cosmos.

The game offers a richly illustrated world with a cornucopia of missions to explore, and people and places to discover.

Keywords

history, culture, gods, mythology

“

Teaching suggestions



Use the game's "discovery tour"-mode, where pupils can focus on learning about the historical era. It is comparable to an interactive audiobook, where the players control a character throughout Ancient Greece and can learn about the people, gods, landmarks, and culture.

The game has a PEGI-rating of 18., but the discovery tour-mode removes almost every gameplay aspect, and relies solely on exploring and learning about the time period.

Platform



Available languages

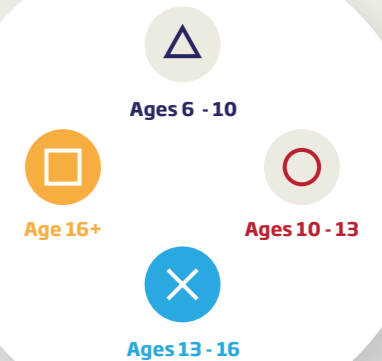
- English
- French
- Italian
- German
- Spanish
- Arabic
- Czech
- Dutch
- Japanese
- Korean
- Polish
- Portugese
- Russian
- Simplified Chinese
- Traditional Chinese



Subject or skills

- History
- Social science
- Religion and Ethics

Recommended age bracket...



About the game

Assassin's Creed: Origins

Assassin's Creed: Origins takes place in Ancient Egypt, where you play as the character Bayek. Bayek is a Medjay, which in ancient Egypt was a kind of sheriff who protected the village and the people.

After a horrific incident, where he is attacked by a mysterious group and loses his son, he swears to find the mysterious figures and take revenge. On the way he meets famous historical figures such as Cleopatra and Julius Caesar, and together with his wife he gives rise to The Assassin's order, also called "The Hidden Ones".

The game presents pupils with a rich, expansive world and emphasizes exploration and history.

Keywords

history, culture, gods, mythology

“

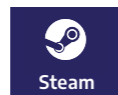
Teaching suggestions



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Platform



Available languages

- English
- French
- Italian
- German
- Spanish
- Arabic
- Czech
- Dutch
- Japanese
- Korean
- Polish
- Portugese
- Russian
- Simplified Chinese
- Traditional Chinese



Subject or skills

- History
- Social sciences
- Religion and Ethics

Recommended age bracket...



Ages 6 - 10



Age 16+



Ages 10 - 13



Ages 13 - 16

About the game

Bury Me, My Love

In *Bury Me, My Love* the player follows Nour on her journey as a refugee from Syria to Europe. We follow the journey via the message log shared between her and her husband, Majd. Here you play as the husband and can decide what to answer.

The phrase "bury me, my love" comes from Syria and is an endearing parting gesture which means "take care", or "don't even think about dying before I do". This phrase takes on a deeper meaning as Majd says it to his wife, Nour, as she undertakes her perilous journey to reach Europe.

Keywords

culture, religion, human rights, societal issues, demographics

“

Teaching suggestions



Discuss reasons for migration, and read or listen to stories from refugees about their flight from their own homeland

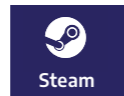


Use as part of teaching about refugees, and reasons why they are forced to flee their country



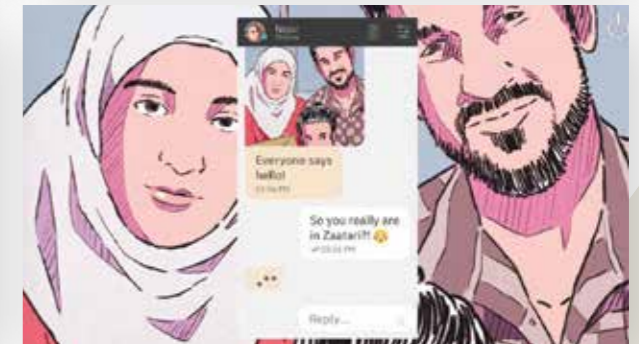
Write a text from the perspective of a refugee, fleeing their country of origin

Platform



Available languages

English
French
Italian
German
Spanish



Subject or skills

- English
- Social science
- Religion and Ethics
- History

Recommended age bracket...

- Ages 6 - 10
- Age 16+
- Ages 10 - 13
- Ages 13 - 16



About the game

Draugen

Draugen is a Norwegian-made narrative game, with two American protagonists, Lissie and Edward Charles Harden. You play from the first person perspective of Edward.

The two Americans arrive at the small coastal village of Gråvik in Norway, where their sister Betty and the Fretland family are supposed to greet them. The village turns out to be a ghost town. They have to look for clues to find the solution to the mystery of their disappearance.

Keywords

literature, language awareness, culture, history

“

Teaching suggestions



Read the game as a literary text, and find and examine literary devices used in the game



Evaluate the authenticity of the representation of Western Norway in the 1920's, by using historical sources



Examine the relationship between the US and Norway during the 1920's

Platform



Available languages

English
Norwegian
French
German
Spain
Russian
Japanese
Simplified Chinese

Subject or skills

- First language
- Literature
- History



Recommended age bracket...



Ages 6 - 10



Age 16+



Ages 10 - 13



Ages 13 - 16

About the game

Embracelet

Embracelet is a Norwegian game, where you play as the teenage boy Jesper.

Jesper experiences loneliness. He goes to visit his grandfather at the hospital, who, while laying on his deathbed, gives Jesper a magic bracelet, which must be returned to the place his grandfather found it. The journey thus goes to the island Slepp in Northern Norway, where the grandfather comes from, hoping to find out more about the bracelet.

The game covers themes such as oil drilling, moving away, love, family, and prejudice against "southerners". The game is aesthetically beautiful, and the music is atmospheric.

Keywords

sustainability, identity, mental health

“

Teaching suggestions



Discuss the differences in growing up in a city or in the countryside, in relation to identity and youth culture

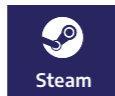


Play as a coming-of-age novel



Explore the relationship between man and nature in the game

Platform



Available languages

- English
- Norwegian
- French
- Italian
- German
- Spanish

Subject or skills

- First language
- English
- Social science
- Literature



Recommended age bracket...



Ages 6 - 10



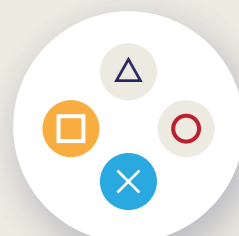
Age 16+



Ages 10 - 13



Ages 13 - 16



About the game

Limbo

Limbo is a game where the aesthetics and sound-scape are central to the gameplay.

The main character is a small boyish figure. His task is to survive unscathed through many challenges and solve puzzles in a gloomy and scary world - *Limbo*.

The game has no dialogue. You must run, jump, climb and avoid being killed, but the game has a narrative that gradually emerges.

Limbo has a PEGI-rating of 16 to 18, which is something to be wary of if you want to use it with younger students.

Keywords

aesthetic, narrative, music



Teaching suggestions



Discuss how the different modalities in the game work together



Write a story from the perspective of the main character, about his in experience in *Limbo*



Discuss the title *Limbo* and what this word symbolizes

Platform



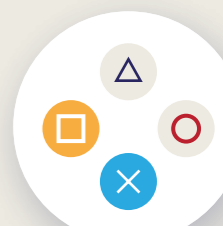
Available languages

English
French
German
Italian
Japanese
Korean
Portugese
Spanish
Traditional Chinese
Polish
Russian
Simplified Chinese
Turkish



Subject or skills

- First language
- English
- Music
- Literature



Recommended age bracket...



Ages 6 - 10



Age 16+



Ages 10 - 13



Ages 13 - 16

About the game

Mosaic

Mosaic is a thought-provoking game where you are caught in an exploitative society, which you set out to challenge.

The main character is seemingly trapped in a gloomy, monotonous and gray life, where routines and patterns get in the way of individuality and choice. A place where the spark of life seems to be extinguished, and the sole purpose of existence is reduced to to being a small cog in a larger system. But one day, the protagonist finds a goldfish, flying in midair.

Mosaic has a clear narrative that encourages the reader to empathise and reflect. The game uses visual tools in the form of colors and symbols, and is very suitable for analysis related to multimodal means of expression. The game has modernist features, and can be read in an historical and socially critical perspective.

Keywords

modernism, identity, individuality, mental health, self fulfillment

“

Teaching suggestions



Discuss how the game presents modern life and society



Interpret and reflect on individual scenes or moments in the game, either verbally or in writing



Place the game in a historical context, and discuss the portrayal of "the modern"

Platform



Available languages

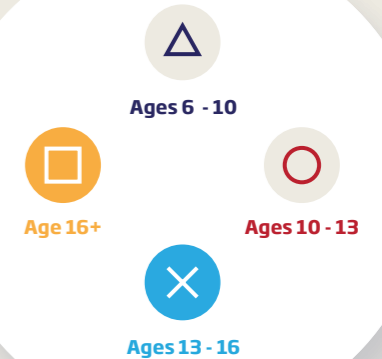
- English
- Norwegian
- French
- Italian
- German
- Spanish
- Arabic
- Japanese
- Polish
- Portugese
- Russian
- Simplified Chinese
- Korean
- Dutch
- Traditional Chinese
- Turkish
- Hungarian
- Czech



Subject or skills

- First language
- Literature
- English

Recommended age bracket...



About the game

Skábma - Snowfall

In *Skábma - Snowfall* you play as Áilu - a boy who lives in his uncle's house after his parents' death. One day a reindeer escapes from its enclosure and Áilu finds it again on top of a mountain. Suddenly an explosion occurs which results in both falling through a crack in the mountains. The reindeer dies, but when Áilu wakes up he finds what turns out to be a runic bomb (unique quest item). Here begins Áilu's journey towards becoming a noaidi (Sami shaman). At the same time, a mysterious illness begins to spread in nature among the siida (reindeer farming community). Can Áilu save nature and his siida through his new powers, like a noaidi?

The game allows you to step into another cultural tradition with Sami elements and narratives. The spoken language in the game is Sami language. It can be played both individually and in smaller groups.

Keywords

Sami culture, indigenous peoples, environment, pollution, youth novel, nature, cultural inheritance, identity, sustainable development.

“

Teaching suggestions



Compare portrayals of Sámi and other indigenous cultures then and now



Discuss the consequences extraction of nonrenewable resources have in the game. Can this be understood as its own character, and if so, what role does it play?



Compare the relationship between man and nature in the game, to other texts

Platform



Available languages

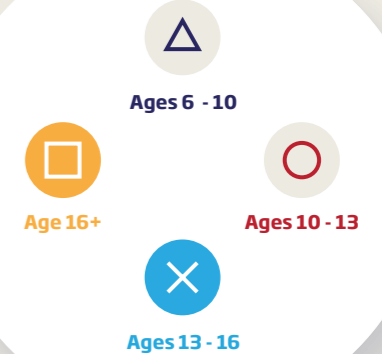
English
French
German
Spanish
Japanese
Simplified Chinese
Traditional Chinese
Russian



Subject or skills

- First language
- Religion and ethics
- Literature
- English
- Social science

Recommended age bracket...



About the game

Stray

In *Stray* you are a stray cat, lost and alone after you have fallen into a mysterious, enclosed city. The city is inhabited by androids, machines and dangerous parasites that attack everything and everyone. With the help of a small drone named B-12, you must try to get out of the town alive, solve an ancient mystery and find your way home.

The plot in *Stray* is built by dialogues with the various androids in addition to visual storytelling. The game's mysterious atmosphere, richly illustrated cityscape and evocative soundtrack makes it a charming and thought-provoking game.

Keywords

sustainability, problem solving, literature



Teaching suggestions



Use the game as inspiration for writing a fictional text from the perspective of an animal



Compare how characters are designed in *Stray* to characters in other animal adventure games



Discuss the relationship between mankind, nature, and technology

Platform



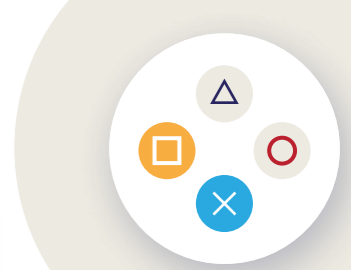
Available languages

- English
- French
- German
- Spanish
- Japanese
- Korean
- Polish
- Portugese
- Russian
- Simplified Chinese
- Traditional Chinese
- Turkish
- Dutch



Subject or skill

- First language
- English
- Social sciences
- Literature



Recommended age bracket...



Ages 6 - 10



Age 16+



Ages 10 - 13



Ages 13 - 16

About the game

Sunlight

The Norwegian game *Sunlight* is an artistic and philosophical journey and adventure game. The player experiences a first person hike through a forest, where listening and observing the surroundings is the focus of the game. The audio-visual design has a relaxing effect, and the 3D environment is hand painted in a somewhat impressionist style.

As a player, you wander freely in a forest, while you are being told a story. Trees whisper hints. To progress you have to pick flowers.

Keywords

philosophy, literature, aesthetic, experience, listening

“

Teaching suggestions



Analyze the narrative and interpret the text in the game



Discuss how the visual and auditive elements create the atmosphere in the game



Examine the dicotomy of nature and culture

Platform



Available languages

English



Subject or skill



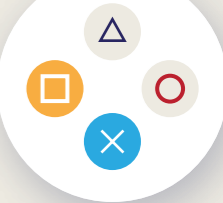
English



Literature



Social science



Recommended age bracket...



Ages 6 - 10



Age 16+



Ages 10 - 13



Ages 13 - 16

About the game

The Climate Trail

The *Climate Trail* is a modern survival game, where many people, including you, have to evacuate from where you live because of inaction in local government to tackle the consequences of climate change, rendering most of the US inhabitable. Together with some people from your town, you have to evaluate how you can evacuate your situation, and what steps to take.

You will be guided along the way, with information about the climate crisis and how to play the game.



Teaching suggestions



Play the game as part of teaching about the climate crisis and sustainable development



Use as a part of a larger project, where pupils should come up with solutions to various aspects of the climate crisis



Examine which areas of the world are the most (or the least) affected by climate change, and discuss the reasons for these differences

Platform

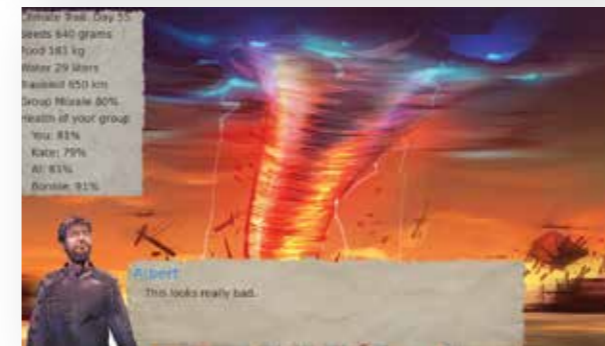


Available languages

English

Keywords

sustainability, climate crisis, nature

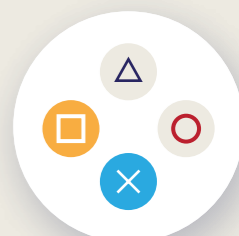


Subject or skills

- English
- Social science
- Science
- History

Recommended age bracket...

- Ages 6 - 10
- Age 16+
- Ages 10 - 13
- Ages 13 - 16



About the game

Through the Darkest of Times

Through the Darkest of Times allows you to step into the role of the leader of an underground resistance group in Nazi Berlin. You must pick the members of your group, protect them and keep up morale, all while resisting and fighting the regime.

The game allows you to witness historical events, watch as Nazism infiltrates your neighbourhood and your group, and how children are indoctrinated. You can get the resistance group support among different sections of the population, protect people who are persecuted by the regime, document war crimes and steal explosives from the Nazis. At the same time, you must maintain the group - who are you going to recruit, who should do which assignments - and who can be trusted?

The game has a two-dimensional graphic novel style, and uses newspapers to provide the player with information and propaganda about the period they are in and about important events. *The Darkest of Times* is divided into different parts in line with the historical development. We recommend playing in "Story mode".

Discretion is advised - some pupils may find parts of the game disturbing.

Keywords

history, war, human rights, democracy

“

Teaching suggestions



Discuss historical events and how they are portrayed in different contexts and forms of media



Play the game in groups, and find the best way to proceed as a resistance group together



Explore how the different characters are presented in the game

Platform



Available languages

English
German
French
Spanish
Japanese
Russian
Simplified Chinese



Subject or skill

- English
- Religion and ethics
- History

Recommended age bracket...



Ages 6 - 10



Age 16+



Ages 10 - 13



Ages 13 - 16

About the game

What Remains of Edith Finch

In *What Remains of Edith Finch* you play as Edith Finch, who tries to uncover tragic family secrets.

Edith is 18 years old and the last survivor of the Finch family. After her mother's death, she receives the key to the family's generational home, where she tries to get an overview of her own family tree and find out why almost all the family members passed away at a young age.

What Remains of Edith Finch is distinctly literary and reminiscent of a detective or crime story, where Edith herself investigates her own relatives. The game has elements of fantastic realism and combines different gaming experiences and aesthetic expressions.

Discretion is advised as some scenes may be upsetting for certain pupils.

Keywords

identity, literature, aesthetic, mental health, family

“

Teaching suggestions



Compare modes of expression in different parts of the game and their function, to different modalities



Write a review and/or analysis



Discuss how the gameplay affects the experience of the narrative in the game

Platform



Available languages

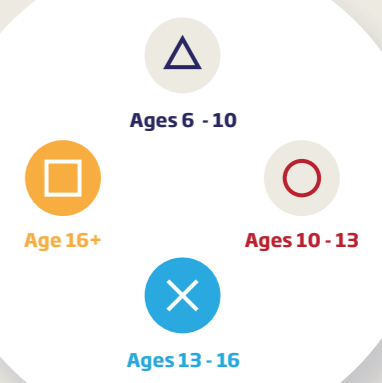
- English
- French
- German
- Spanish
- Japanese
- Polish
- Portugese
- Russian
- Simplified Chinese
- Italian
- Korean



Subject or skills

- ★ First language
- 🇬🇧 English
- 📖 Literature

Recommended age bracket...



About the game

Attentat 1942

In *Attentat 1942* you find out why your grandfather was arrested by the Gestapo and sent to Auschwitz. The game uses a mix of mini-games, interactive cartoon scenes, film clips and interviews based on authentic source material. Among other things, you will explore diaries and interviews techniques. You must choose the right interview and the right questions to ask, in order to get the relevant information you need from the various people available to you, to solve the mystery about your grandfather. The game has a built-in encyclopedia which is updated underway, as you gain access to more information.

The game offers the opportunity to work both with the collection of source material and assess the credibility of it's source. The gaming experience is best if you divide it over several sessions.

Attentat 1942 is a historically accurate adventure about World War 2. Face moral dilemmas and existential struggles as you uncover the troubled past of your family.

Keywords

history, historical empathy, source criticism, interview

“

Teaching suggestions



Play as a part of your teaching about World War II and the Holocaust



Examine the information the game provides, and reflect on the difference between written and oral sources



Use the game as inspiration for the students to explore their own family history

Platform



Available languages

- English
- French
- German
- Spanish
- Japanese
- Polish
- Portugese
- Russian
- Simplified Chinese
- Italian
- Korean



Subject or skills

- History
- Religion and ethics
- Social science

Recommended age bracket...

- Ages 6 - 10
- Age 16+
- Ages 10 - 13
- Ages 13 - 16

About the game

Battlefield 1

Battlefield 1 is a first person shooter game which takes place during the First World War. The game has a story mode, where you control soldiers from various countries who fought in the war. One example is how it deals with the story of a British soldier, who is part of a tank command who fights against the Germans.

The game has a beautiful, realistic aesthetic style, along with the sound design: the sound of explosions and bullets flying over your head while playing. This increases the players sense of immersion, and heightens the realism of the experience.

This game contains scenes and situations that could be disturbing for some students, discretion is advised.

Keywords

human rights, culture, experience, history, war



Teaching suggestions



Play the first mission of the game called storm of steel, playing as different soldiers fighting at the frontline. You are not expected to survive.

The game has a PEGI-rating of 18., a natural consequence of the depiction of war.

Platform



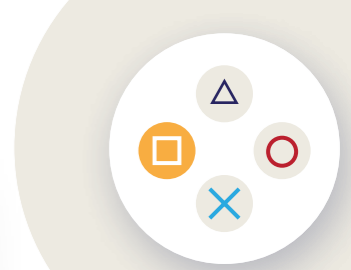
Available languages

- English
- French
- Italian
- German
- Spanish
- Polish
- Russian
- Traditional Chinese
- Arabic
- Japanese
- Portugese
- Turkish



Subject or skills

- History
- Social science



Recommended age bracket...

- Ages 6 - 10
- Age 16+
- Ages 10 - 13
- Ages 13 - 16

About the game

Her Story

In *Her Story* you get access to a police database with interrogation videos from a 1994 murder case. The videos are of a woman, and are divided into short clips. In the database, you must search for different keywords or phrases associated with the video clips, and try to find out what *really* happened.

Her Story can resemble an interactive film, and provides great opportunities for exploration in the video archive. This allows you to create your own understanding of the case, which is challenged the more you discover.

The game should be played in groups as it allows for multiple understandings and discussion.

Keywords

source criticism, critical thinking, literature

“

Teaching suggestions



Work in groups, and have the students write down their understanding of the story, to compare it to when they have finished playing



Write a character analysis of the woman in the videos, preferably after playing a small and a large part of the game



Discuss how the game mechanics affect your understanding of the game

Platform



Available languages

English

Japanese



Subject or skills



English



Literature

Recommended age bracket...



Ages 6 - 10



Age 16+



Ages 10 - 13



Ages 13 - 16

About the game

The Stanley Parable: Ultra Deluxe

In the game *The Stanley Parable: Ultra Deluxe* you play as a man named Stanley who works in an office. The game is more exciting and rewarding the less you know going in, so we hope you don't go looking for more information than what is written here!

The Stanley Parable: Ultra Deluxe is a remaster and expansion of the 2013 version of the game.

Keywords

creativity, free will, agency, autonomy, mental health



Teaching suggestions



Explore the concept of free will, and what this actually means



Discuss and compare narrative methods to more traditional literary texts



Use as an exercise to start a project about source criticism

Platform



Available languages

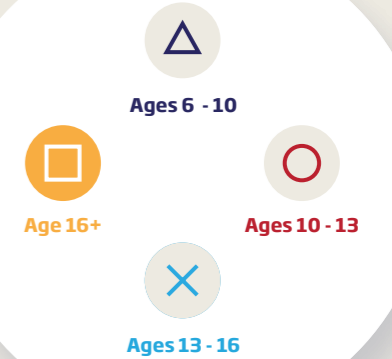
- English
- French
- Italian
- German
- Russian
- Spanish
- Japanese
- Korean
- Polish
- Portugese
- Simplified Chinese
- Ukranian



Subject or skills

- First language
- English
- Literature
- Social science
- Religion and ethics

Recommended age bracket...



Overview of games suitable for all ages

Milkmaid of the Milky Way

Minecraft

Scribblenauts Unlimited

Super Mario Maker 2

The Computer & Video Game Guide

Games suitable for all ages

About the game

Milkmaid of the Milky Way

In *Milkmaid of the Milky Way* we meet the milkmaid Ruth, who lives alone in the mountains and looks after the her cows.

Up on the farm, she performs everyday chores, such as milking the cows and making butter. As you play, strange things start to happen on the farm. Could it be aliens?

Milkmaid of the Milky Way is a Norwegian-produced point-and-click game. The game is made in English, Norwegian and French versions. In addition, the game is based on rhymes, which makes it more entertaining to read the text.

Keywords

rhyme, language, culture, literature

“

Teaching suggestions



Compare the game in English to the Norwegian or French version



Work on rhythm and rhymes



Examine the relationship between the different modalities in the game

Platform



Available languages

English
Norwegian
French



Subject or skill

- First language
- English
- Literature
- Foreign language (see available languages)

Recommended age bracket...

Ages 6 - 10

Age 16+

Ages 10 - 13

Ages 13 - 16

About the game

Minecraft

Minecraft is an “open world” game where you have the opportunity to create and explore in creative ways. Minecraft offers two different modes, one “survival mode” where the player, in addition to building, must try to survive, and a “creative mode”, where building is the main goal.

Minecraft can be played alone, but the class can also gather in the same world and build something together, like a Viking village or their dream home. You, as a teacher, can also create a world where you make the rules and decide how the world should be. You build with blocks of different materials, such as wood, stone, earth and sand. In survival mode these materials must be gathered, but in “creative mode” you have free access to all materials.

Minecraft also exists as *Minecraft Education*, which is made to be used in schools - so the sky is the limit!

Keywords

creativity, building, project, programming

“

Teaching suggestions



Mine different materials, and talk about their properties



Build villages from different eras of history, or try building in different architectural styles



Make real life buildings in Minecraft to scale

Platform



Available languages

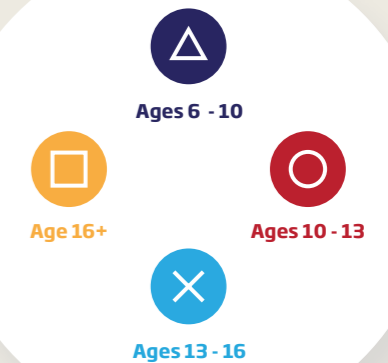
Minecraft has over a hundred available languages, so if you're not unlucky, it has your language!



Subject or skills

- First language
- English
- Social science
- Geography
- Maths
- Science
- Art & Crafts

Recommended age bracket...



About the game

Scribblenauts Unlimited

In the game *Scribblenauts Unlimited* the player solves tasks to earn stars.

The protagonist, Max, completes missions with the help of a writing tool. The writing tool is a catalogue containing nouns, verbs and adjectives which he can use to solve challenges. For example, he can save a cat stuck at the top of a tree, by writing words such as «stairs», «ladder» or «climb». The words Max writes create the basis for how he solves each mission.

The game is entertaining for both adults and children, provided they have basic English language skills.

Keywords

spelling, problem-solving, writing

“

Teaching suggestions



Play the game as a group and solve challenges together



Use the game to practice words and hone linguistic skills individually



Practice spelling while playing the game

Platform



Available languages

- English
- French
- Italian
- German
- Spanish
- Dutch
- Portugese

Subject or skills

- First language
- English
- Foreign language (see available languages)



Recommended age bracket...

Ages 6 - 10

Age 16+

Ages 10 - 13

Ages 13 - 16



About the game

Super Mario Maker 2

Many of you are familiar with *Super Mario*, but in this game the concept is largely changed, as the player is allowed to become the architect of *Super Mario* levels! In *Super Mario Maker 2* pupils can design and build their own tracks, before playing them.

The game poses both creative, entrepreneurial, and logistical problems for the player to solve. Pupils can test how their designs work, and choose obstacles and materials before playing the game.

“

Teaching suggestions



Design a level, paying attention to its function, creative solutions, construction, and aesthetic. The students can sketch the level on a grid paper to start



Build a functional level which fulfills criteria outlined by a teacher



Challenge each other by playing each other's levels, and practice giving constructive criticism

Platform



Available languages

- English
- Japanese
- Spanish
- French
- German
- Italian
- Russian
- Korean
- Chinese

Keywords

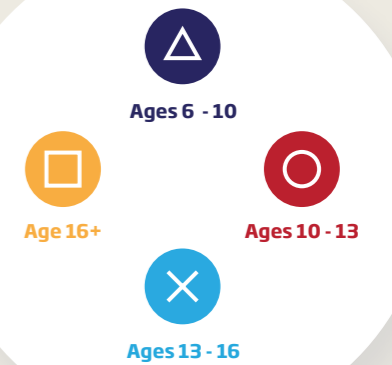
problem-solving, logic, design, entrepreneurial skills, building



Subject or skills

- Maths
- Arts and Crafts
- Science
- Social skills

Recommended age bracket...



The Computer & Video Game Guide

For Teachers

This guide is a learning resource to support you as a teacher, teacher student or school leader. We have two versions of the guide, one printed version (only in norwegian), which is designed as a booklet, and one electronic version which is available on our website (Uis/DDV).

The electronic version is regularly updated, while the physical edition is printed in new editions with revisions. This can be ordered by going to Lesesenterets (the National Reading Center's) online shop:



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