

Video Game Academy

Skills in Video Games

Worksheet



HackingHighSchool.net

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Skills in Video Games

Goals:

- 1) recognize what skills you're learning
- 2) apply those skills to life outside the game

What are you learning to do in the game?

Game-specific skills

Can you define the game-specific skill in another, more generic way? See the list on the right for ideas

Skills: ideas for launching your answers

accepting	discriminating when a skill is appropriate or not	medical skills
consequenses	enjoying life	morality
accountability	finding purpose	motivation
adaptability	flexibility	motivation
apologizing	following directions	negotiating skills
asking for help	frugality	networking
asking for permission	hand-eye coordination	note-taking
basic marketing	household skills	organizational skills
budgeting	how to be present in the moment	paying bills
business skills	how to be successful	positive thinking
charity	how to deal with competitiveness, especially the negatives of competition	preparing for retirement
cleaning skills	how to read a financial statement	productivity
commitment	how to tune out obnoxious people	reading
communication	ignoring distractions	research
compassion	initiative	resource management
complete assignments	innovation	responsibility
concentration	investing	review
conversation	joining activities	risk-taking
cooperation	know your limitations	saving money
critical thinking	know your strengths	self-direction
critical thinking skills	leadership	set attainable goals
cross-cultural skills	leadership	sharing
dealing with being left out	listening	social skills
dealing with different kinds of people	listening	social skills
dealing with disappointment and failure	love	speed reading
dealing with peer pressure	making decisions	spreading ideas
dealing with procrastination	making people like you	study habits
dealing with teasing	managing credit cards	synthesize ideas
deep thinking	meaning-making	teaching
devloping close relationships		teamwork



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How does the game bring the different kinds of skills together?

How do you combine different kinds of skills in your life outside games?

Can you create a different combination of skills that you haven't considered before?

Are there other situations, outside the game, that these skills might be useful?

Are there other circumstances or situations where similar skills would help you solve similar problems?

Are there other circumstances or situations where these skills are **not** appropriate or useful?

Though it's not useful or appropriate in that situation is there another way you can use that skill that *would* be appropriate or useful?

Decisions in Games

What decisions are you making in the game?

What strategies do you use?

What tactics do you employ?

What influences your decisions, tactics, and strategies?



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Why didn't you choose that alternative?

Can you define that decision, strategy, or tactic in a more generic way?

So is there a similar situation where you can use that strategy?

How are decisions, strategies, and tactics justified in the game?

What alternatives could you have chosen?

What would have happened if you'd chosen that alternative?



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Risk taking

What kind of risks do you take in video games?

What do you base your decisions on?

Is there a different situation or problem where you can apply those ideas so you can take calculated risks in your life outside games?

Ethics

What are the ethical implications of the decisions in the game?

When would those values be appropriate or not appropriate in life outside the game?

What kind of person does the game let you be?

What are the benefits and drawbacks of the different identities you find in the games you play?

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21st century skills

Table 1. A Whole New Mind: Moving from the Information Age to the Conceptual Age.

Right-Brain Senses	Description	How do you use this skill in your game?	How does your game improve this sense?
Design	Creating something aesthetically appealing, whimsical or emotionally engaging.		
Story	A tool that is enriched by emotion, a deeper understanding of how we fit in the world and why that matters.		
Symphony	The ability to put together the pieces; to synthesize rather than to analyze; to see relationships among unrelated fields, to detect patterns; to invent something new by combining elements nobody else thought to pair.		
Empathy	Being able to discern what makes a fellow woman or man tick to forge relationships and to care for others.		
Play	Ample evidence points to the enormous health and professional benefits of laughter, lightheartedness, games, and humor.		
Meaning	Our abundance has freed millions of people to pursue significant desires: purpose, transcendence, and spiritual fulfillment.		



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21st Century Skills from ROUTE 21 see <http://www.p21.org/route21/index.php> for more details

Life and Career Skills	How do you use these in your games?	How does your game teach this skill?
Flexibility and adaptability		
Initiative and Self-direction		
- Manage goals and time		
- Work independently		
- Be self-directed learners		
Social and Cross-cultural skills		
- Interact effectively w others		
- Work effectively in diverse teams		
Productivity and Accountability		
- Manage Projects		
- Produce Results		
Leadership and responsibility		
Learning and innovation skills		
Creativity and innovation		



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Life and Career Skills	How do you use these in your games?	How does your game teach this skill?
- think creatively		
- work creatively with others		
- implement innovations		
Critical thinking and problem solving		
- Reason effectively		
- use systems thinking		
- make judgments and decisions		
- solve problems		
Communication and collaboration		
Information, media, and technology skills		
assess and evaluate information		
use and manage information		
analyze media		
create media		
apply technology effectively		

