Datorspelande som estetisk praktik och informellt lärande

Engl. transl.: Computer gaming, aesthetic practices and informal learning

# Details

## Year

2012

## Scope

Other

## Countries

Sweden

## Type

Empirical research – Qualitative

## Methodologies

## Other Methodology

Video recordings

## Researched Groups

Children

## Children Ages

Other

## Other Childrens Age Group

4-8 and 13-17 years old

## Funder

The Swedish Research Council (Vetenskapsrådet)

## Funder Types

National Research Council

## URL

https://www.buv.su.se/forskning/forskningsprojekt/projekt-inom-barn-och-ungdomsvetenskap/datorspelande-som-estetisk-praktik-och-informellt-lärande-1.90962

# Goals

The significance of social interaction and players' own aesthetic valuations for children's gaming activities, with a particular focus on informal learning in both school and after-school contexts and as concerns both educational games and those intended for mere entertainment. This enables a discussion and broadening of the concept of digital literacy from a critical perspective. (https://www.buv.su.se/forskning/forskningsprojekt/projekt-inom-barn-och-ungdomsvetenskap/datorspelande-som-estetisk-praktik-och-informellt-lärande-1.90962; condensed and trans. by Coder)