

Teaching Slavic motifs using video games: the example of “Ballads and Romances”

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Abstract

The aim of the study is to depict the issue of using video games as educational tools for teaching Slavic motifs. The study is based on a case of educational game “Ballads and Romances”. Author conducted single case study analysis to discuss advantages and disadvantages of video game as educational medium. Using the framework developed by Egenfeldt-Nielsen, this study emphasizes how poem turned into video game may bring new value for modern education.

Keywords: video games, Slavic motives, romanticism, Adam Mickiewicz, education