METADATA

Abstract

The properties and functions of gamification and filmmaking provide a highly creative way of achieving learning objectives. The combination of principles and methods responds to the need for seeking the specificity of the way, in which students form perceptions, acquire and organise knowledge. Through the proposed methodology Serious Film Games (S.FI.GA.), playful actions of understanding are promoted, and subjective, social, moral and political considerations emerge. Insisting on a circuit of exchange between digital and analogue perception, it is studied how they are recorded and function. The planning and production of a short movie through students' wanderings in the world of digital games, is a particularly creative process. It activates students' attention and broadens their perception. The structure of the narrative, the ambiguity and fluidity in the action of characters/heroes due to interventions in the development of the story, are challenging students' thinking. The manipulation of the theme, the characters, the narrative itself aims at a way of structuring/organizing by studying their links. Students understand causes of action and become actively involved. They come into action within the digital world, they focus on the real world, in which they are getting experience and are actively involved.