DIGITAL GAMES FOR DEVELOPING SPATIAL SKILL: A REVIEW OF INTERNATIONAL LITERATURE

Abstract

Contextualizing educational technologies is important to understand the implications of these resources in human learning and development processes. Among these technologies, digital games can be significant resources for cognitive development, providing educational opportunities. Thus, this study aims to conduct a literature review on the use of digital games to develop cognitive abilities, in particular spatial skills. The research was performed using the Thomson Reuters search tool, searching for articles from indexed international journals, published from 2010 to 2015. The results show a relation between digital games and the development of spatial skills. In addition, the review discusses elements that could lead to new studies and bring new proposals for educational technology.

Keywords: Digital games. Spatial skills. Educational technology.