

***Social and Educational  
Potential of Computer Games***



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# MMO

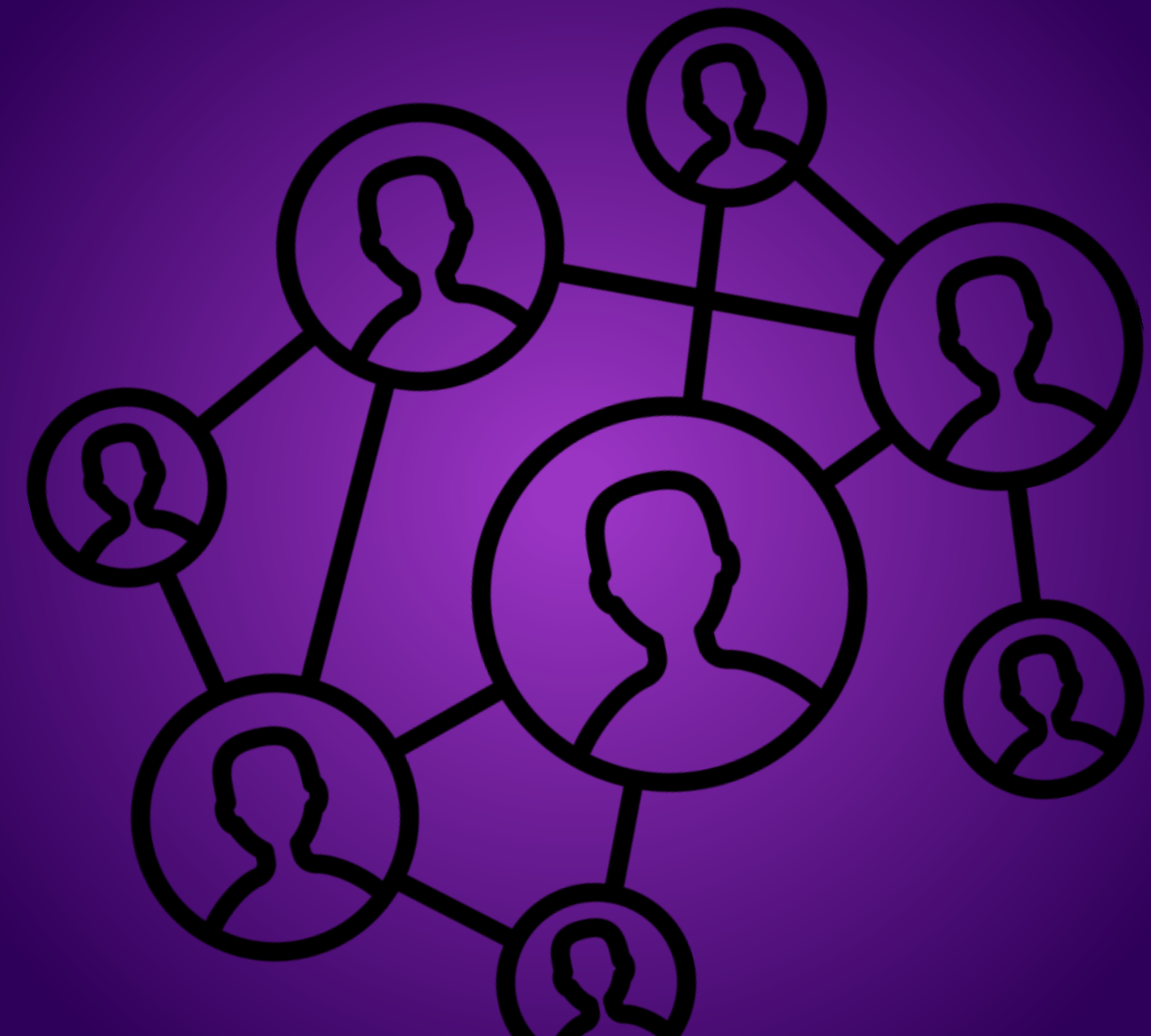


- Massively multiplayer online game.
- Massive Player Base.
- Character Progression.
- Persistent Economy.



# Social aspect

- Community Building
- Social Skills Development
- Cultural Impact
- Health and Well-being
- Educational Benefits
- Economic Impact



# Educational Potential



- Interactive Learning
- Cognitive Skill Development
- Professional Training
- Gamification in Education



**Examples of games:**





**EA**  
SPORTS

# **FC24**

**ULTIMATE TEAM**

# it takes two





**CS**

***COUNTER  
STRIKE***





**LEAGUE OF  
LEGENDS**

# Conclusion



- **Computer games - for social connection, education, and positive change**
- **New opportunities for collaboration, learning**

**Thank you for your  
attention!**

