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Using Fortnite Creative to Imagine Solutions to World Problems

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Using Fortnite Creative to Imagine Solutions to World Problems

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Abstract: We've seen how games can change classrooms and communities for the better, but can they really help all of humanity survive — and even thrive? The United Nations has 17 Sustainable Development Goals (SDGs). These are must-reach targets for the year 2030, and have been crafted with the purpose of supporting continued comfortable human life on Earth. Epic Games has taken these goals to heart and are providing lesson plans that can be used with Fortnite Creative to educate a new generation on the importance of sustainability across many aspects of life.

Games Increase Engagement + Learning

Student agency increases when students are presented with meaningful and relevant activities to encourage creativity and problem solving. How might we use games to ignite passion & jumpstart students' creativity?

“We're not trying to turn your students into gamers, we're trying to turn gamers into students.”
- Jodie Asbell-Clarke

There is a thriving Fortnite community of creators who would rather bring their ideas to life than score Victory Royales. Fortnite encourages this by regularly highlighting and embedding their work into the game for millions of people to enjoy. When the Fortnite Creative community's passion is directed to imagining solutions to real world problems, Fortnite becomes an essential service more than a game.

Hanghøj's School at Play method combines “pedagogical use of commercial games and game dynamics to achieve both curricular and social aims within a classroom context”. School at Play “frames game-related learning activities through the use of digital games and game dynamics, which may reposition students as legitimate participants in the classroom.” Employing School at Play methods “could provide a valuable means for empowering and including marginalised students by providing them with meaningful contexts for learning.” (Hanghøj, 2015). Another study demonstrated that cooperative video games increased engagement in at-risk students over their peers and decreased external regulation for those same students (Hanghøj, et. al., 2018)

Using Fortnite Creative in the classroom allows educators to meet students where they are and allows students to imagine solutions to real-world problems using in-game graphics and tools. Fortnite Creative offers a wide range of tools to design games and experiences in Fortnite. Whether students are just learning to play Fortnite, or are seasoned players, Fortnite Creative Mode offers students new ways to express themselves by simplifying the process of creating immersive experiences. Furthermore, using a big G game like Fortnite meets several of Gee's principles of good video game-based learning such as identity, interaction, production, risk taking, agency, challenge and consideration, system thinking, smart tools and distributed knowledge, cross-functional teams, and performance before competence. (Gee, 2005)

Learn about this inspiring series of Fortnite Creative lesson plans that focus on the United Nations Sustainable Development Goals and how educators have been incorporating them into their practice.

Gee, James. (2005). Learning by Design: Good Video Games as Learning Machines. E-learning. 2. 10.2304/elea.2005.2.1.5.

Hanghøj, Thorkild. (2015). The School at Play: Repositioning Students through the Educational use of Digital Games and Game Dynamics.

Hanghøj, T., Lieberoth, A. and Misfeldt, M. (2018), Can cooperative video games encourage social and motivational inclusion of at-risk students?. *British Journal of Educational Technology*, 49: 775-799. <https://doi.org/10.1111/bjet.12642>