

**COURSE DATA****Data Subject**

Code	44361
Name	Games as a resource of social and educational action
Cycle	Master's degree
ECTS Credits	2.0
Academic year	2022 - 2023

Study (s)

Degree	Center	Acad. year	Period
2192 - M.U. en Acció Social y Educativa	Faculty of Philosophy and Educational Sciences	1	First term

Subject-matter

Degree	Subject-matter	Character
2192 - M.U. en Acció Social y Educativa	10 - Games as a resource of social and educational action	Optional

Coordination

Name	Department
PAYA RICO, ANDRES	120 - Comparative Education and History of Education
SANCHEZ I PERIS, FRANCESC JOSEP	335 - Education Theory

SUMMARY

Play is essential in the education of boys and girls. In this sense, it is about achieving, through play, values, skills and having playful elements for conflict resolution. We will study the policies and spaces, both physical and virtual, capable of carrying out recreational activities to achieve educational objectives.

Previous knowledge. Relationship with other subjects.

Relationship with subjects of the same degree: Together with the rest of the subjects of the compulsory module, it configures the common training of the Master in Social and Educational Action, which will facilitate the acquisition of the basic, general and transversal competences of the master. No enrollment restrictions specified with other subjects in the curriculum



PREVIOUS KNOWLEDGE

Relationship to other subjects of the same degree

There are no specified enrollment restrictions with other subjects of the curriculum.

Other requirements

No se requieren

OUTCOMES

2192 - M.U. en Acción Social y Educativa

- Students should apply acquired knowledge to solve problems in unfamiliar contexts within their field of study, including multidisciplinary scenarios.
- Students should be able to integrate knowledge and address the complexity of making informed judgments based on incomplete or limited information, including reflections on the social and ethical responsibilities associated with the application of their knowledge and judgments.
- Students should communicate conclusions and underlying knowledge clearly and unambiguously to both specialized and non-specialized audiences.
- Students should demonstrate self-directed learning skills for continued academic growth.
- Students should possess and understand foundational knowledge that enables original thinking and research in the field.
- Comprender y utilizar conocimientos avanzados en el contexto de la investigación socioeducativa.
- Evaluar teorías y metodologías para formular juicios críticos sobre la propia práctica socioeducativa y el contexto en el que se desarrolla.
- Anticipar consecuencias y situar en el desarrollo histórico las problemáticas concretas del contexto de intervención socioeducativa.
- Asumir la responsabilidad de su propio desarrollo profesional y de su especialización en el ámbito social y educativo.
- Problematizar realidades sociales complejas e intentar resolver situaciones y conflictos, que desde una perspectiva socioeducativa requieren la comprensión y puesta en relación de intereses divergentes.
- Integrarse y liderar equipos de trabajo interdisciplinares, para ofrecer una perspectiva compleja en el análisis de situaciones y el diseño de intervenciones.
- Analizar los entornos, los contextos y las experiencias de la acción social y educativa, para revisar críticamente, diseñar y desarrollar los principios y presupuestos de la intervención.
- Analizar críticamente los discursos de la relación educativa, y construir los elementos de revisión de la propia identidad profesional y de la relación con el otro.



- Conocer y analizar las tendencias de la intervención socioeducativa y sus consecuencias en las políticas públicas.
- Saber diseñar, utilizar y analizar críticamente los medios y las tecnologías para dinamizar la acción social y educativa.
- Saber diseñar, utilizar y evaluar estrategias de comunicación y habilidades sociales, tanto en grupos interdisciplinarios de expertos como en la relación con los sujetos de intervención.
- Saber participar y liderar procesos de investigación pertinentes para comprender, explicar y dinamizar la acción social y educativa.
- Analizar y sintetizar situaciones, aportaciones teóricas y metodológicas, y estrategias diversas de intervención.

LEARNING OUTCOMES

English version is not available

DESCRIPTION OF CONTENTS

1.

2. English contents

- Game, values, abilities and conflict resolution / Joc, Valors, habilitats i resol.lució de conflicts
- Game and toy libraries / Jocs i ludoteques
- Video games and education / Videojocs i educació
- Policies, game scenarios and educating cities / Policies, scenarios of joc i educating cities
- Toy and pedagogical museums / Museus pedagògics i del la juguina
- Development of socio-educational projects / El.laboració de projectes socieducatius



WORKLOAD

ACTIVITY	Hours	% To be attended
Seminars	7,00	100
Theory classes	3,50	100
Classroom practices	3,50	100
Development of group work	12,00	0
Study and independent work	18,00	0
Readings supplementary material	3,00	0
Preparing lectures	3,00	0
TOTAL	50,00	

TEACHING METHODOLOGY

Participatory Master Lesson

Collaborative and / or cooperative learning

Project design and development

Exhibition, debate and coordination

Study and student work to integrate the skills of the module (linked to self-employment)

EVALUATION

Portfolios, in which the different works carried out by the student will be included

Exhibitions in class of work done

Participation in the different class activities.

In exceptional situations, classified as such by the CCA of the MASE, the teaching staff will establish specific evaluation systems.