TEACHING BY GAMING

Civilization

Duration:	20+	min
Number of players:	1	player/s
Materials/ Tools needed:	PC/consoles	
Publisher:	2K Games	
Game Designer:	Sid Meier/Ed Beach	
Language	Multilingual	
Links:	https://civilization.com/	

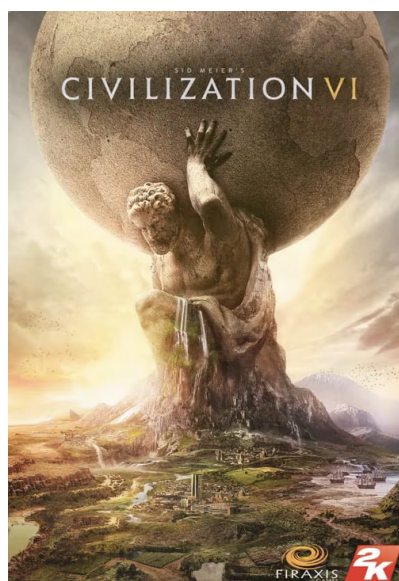| **Type of game:**	**Main topic:**
(x) board () card ( ) role play ( ) simulation (x) computer ( ) Serious ( ) Other:	A turn-based strategy game (and/or resource management game) in which the player builds a civilization from scratch, starting in the Ancient Era.

Short description/ Goal of the game:	**Image:**
Civilization is a turn-based strategy game in which you attempt to build an empire to stand the test of time. Become Ruler of the World by establishing and leading a civilization from the Stone Age to the Information Age. Wage war, conduct diplomacy, advance your culture, and go head-to-head with history's greatest leaders as you attempt to build the greatest civilization the world has ever known.	

Educational value/ Learning Objectives:

Economic game where you build civilizations, learn about the history of those civilizations.
Conceptual and strategic knowledge around how civilizations develop
Resource management; urban planning
Geography: reading maps, conceptual understanding of space
History: relevant vocabulary and "atoms" or snippets (people, places, events)
Economics: macroeconomics, personal finance
National defense
Politics; diplomacy
Environmental science and climate change (expansion pack)

Recommendations for use:

Pro's & Contra's:

- Can be a difficult game where a lot of reading is required (Civilopedia)
- Transfer of knowledge need to be guided by educator