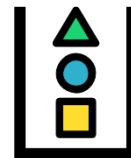


1-2-2021

Reading guide

'The Pedagogy of Play'



Saco de
JUEGOS
Más allá del juego



SACODEJUEGOS
www.sacodejuegos.com

Reference websites



“El valor del juego en el desarrollo”. Global vision of play in the evolutionary stages of human beings and in their cognitive development.

<https://aufop.blogspot.com/2012/03/el-valor-del-juego-en-el-desarrollo.html>



“Juegos cooperativos y juegos competitivos en educación: diferencias y posibilidades”. Study and reflection on the educational capacity of competitive and collaborative play.

<http://juegoscompetitivosyjuegoscooperativos.blogspot.com/>



“Joko, Jolas, Juego”. Reflection on the etymology of the game in the Basque language.

<https://aunamendi.eusko-ikaskuntza.eus/es/joko-jolas-juego/ar-64585/>



“Cómo el juego estimula el desarrollo cognitivo y el aprendizaje en los niños”. Reflection on the importance of play in people's cognitive development.

<https://neuropsicologiayaprendizaje.com/como-el-juego-estimula-el-desarrollo-cognitivo-y-el-aprendizaje-en-los-ninos/>



“30 elementos para gamificar y un sistema balanceado”. Description of gamification and the main elements of a gamified process.

<https://www.alaluzdeunabombilla.com/2017/07/25/30-elementos-para-gamificar-y-un-sistema-balanceado/>



“El juego y la neurociencia”. The first of four articles in which play and neuroscience are related in order to understand their educational and social transformation capacity.

<https://sacodejuegos.com/juego-y-neurociencia-1-4>



“Metodología para el diseño de juegos”. Six articles that talk about the methodology for developing playful-educational experiences.

<https://sacodejuegos.com/el-juego-perfecto>



“Ludificación o gamificación: la minería de los juegos”.

Extensive analysis of gamification techniques, the transformative power of games and the processes for their design and planning.

<https://www.luccla.com/4926/ludificacion-gamificacion-la-mineria-de-los-juegos>

Recommended bibliography

- **El niño y el juego** (theoretical approaches and pedagogical applications): ISBN: 92-3-301658-7
- **Even Ninja Monkeys Like to Play:** analysis of gamification, playful thinking and motivational thinking. ISBN 13: 9781514745663
- **Actionable Gamification (beyond points, badges, and leaderboards):** deep reflection on the motivational capacity of gamification, its components and its relationship with motivation. Written by gamification guru Yu-Kai Chou. ISBN 13: 978-1511744041.
- **El juego infantil y su metodología:** educational book with case studies on the educational power of play. ISBN 13: 9788448171513.

Play Resources

- **Sacodejuegos:** a knowledge database in which activities based on traditional games are shared free of charge for the planning of play days. <https://sacodejuegos.com/todos-los-juegos>



- **#Play14:** an organisation that develops and shares game-based tools and activities to achieve behavioural change and personal and business skills management through play. <https://play14.org/>



- **Juegos para niños:** games for the cognitive and physical development of children and adolescents. <https://juegosdetiempolibre.org/>



- **Genially:** web application for the creation of digital playful-educational content. <https://www.genial.ly/es>



- **Kahoot:** platform for the creation of educational quizzes in any learning process. <https://kahoot.it/>



- **Classcraft:** web application that allows teachers to run a role-playing game to gamify any educational process. <https://www.classcraft.com/es-es/>



- **Educaplay:** platform for the creation and sharing of educational content through different types of games (video quizzes, crosswords, interactive mosaics, relational maps...). <https://es.educaplay.com/>



- **ClassDojo:** platform for gamification in the classroom.
<https://www.classdojo.com/es-es>

