



Aplicación y tendencias de los juegos serios como herramienta didáctica para la sostenibilidad [

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Analítica

It is necessary to explore innovative ways for society to be aware of the future of the planet. One of those educational instruments is serious games. Its fundamental objective is to offer knowledge about the social and environmental impact of human activity, and to favor the application and decision making framed in economic, environmental and social criteria. This article reviews the recent literature on serious games for sustainability, proposes a new dimension in the taxonomy for the classification of serious games, shows examples of serious games to raise awareness about different objectives of sustainable development, and makes a diagnosis of the current situation proposing future research lines for academics and developers

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