

Educational Significance of a Game in Post-modern Society

Abstract

The study represents a chapter in the book called Study on Theory and Methodology of the Game. Readers are presented with the meaning of a game and educational experience in the society, which is often labelled as post-modern. The study aims mainly at future teachers and there are examples of games accompanied by the methodology analysis in the book.

Keywords: *game, education, creativity, phenomenology, illusion of reality, play roles, simulation possible, ethical challenge.*