

Level up Education: Teaching Finance and English Through Video Games (The Aijuvi 1.0 model)

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Have you ever played a game, and learned something without even realizing it?







What If Teaching Finance and English Felt Like Playing Your Favorite Game?

* Low motivation in finance education.

* Struggles with academic English.

* Traditional methods often fail.

AJUVI = 'LEARN ENGLISH BY PLAYING VIDEO GAMES'

Based on

- Design-Based Research (De Benito & Salinas, 2016)
- Constructivism (Herrington, 2007)









STAGE 1: PREPARE THE GROUND

***** Know your audience.

Select the right device

***** Prepare materials.

***** Limit vocabulary.





STAGE 2: ACTIVATE PRIOR KNOWLEDGE

***** K-W-L Chart

***** What I know

* What I want to know

*****What I learn



Stage 3: It's Time to Play





***** Game: The Payoff

* Students explore financial scenarios

Teacher monitors, encourages

STAGE 4: REFLECT TO IMPROVE





Discuss learning experiences.

* Complete K-W-L charts.

* Share insights in forums or discussions.

EVIDENCES

126 students (University of Guanajuato)



Major increases in:



Relevance (+5.43)



Satisfaction (+5.53)



Minor gains in Attention and Confidence



WHY IT WORKS

***** Real-world simulation.

***** Language immersion.

***** Immediate feedback.

Fun and motivation (Contreras Espinosa & Eguia, 2017).

PRACTICAL TIPS TO APPLY AIJUVI 1.0

Choose a subject-relevant video game.



- **Follow** the 4-stage model.
- **K** Measure impact (e.g., ARCS Model).
- ***** Minimal technical barriers: The Payoff is free!







A Broader Vision

Gamified learning can transform ANY subject — not just finance or English.

INVITATION

Let's redesign the future of education — one level at a time.





THANK YOU!



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