1. Teachers do not need to be avid gamers, but they should at least be interested in them.

2. Videogames should not be the main method for educating students. They are just one of the tools available.

3. Check the age recommendations on videogames. Avoid those for 18 years and over.

4. Before you select a videogame, be clear about the skills and competencies you want to develop.

5. Students are motivated by progressing from level to level. It is important not to set impossible challenges.

6. Schools must be equipped with suitable technology before introducing videogames into the classroom.

7. Students can get hooked on videogames so teaching how to control their use is also part of classroom education.

Source: European Schoolnet.