

## Video Games Technologies Approach for Their Use in the Classroom

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**Abstract :** In this paper, we present the advances corresponding to the implementation of a set of educational materials based on video games technologies. Essentially these materials correspond to projects developed and under development as bachelor thesis of some Computer Engineering students of the Engineering School. All materials are based on the Unity SDK; integrating some devices such as kinect, leap motion, oculus rift, data gloves and Google cardboard. In detail, we present a virtual reality application for neurosciences students (suitable for neural rehabilitation), and virtual scenes for the Google cardboard, which will be used by the psychology students for phobias treatment. The objective is these materials will be located at a server to be available for all students, in the classroom or in the cloud, considering the use of smartphones has been widely extended between students.

**Keywords :** virtual reality, interactive technologies, video games, educational materials

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