Abstract
Nowadays, it is necessary to learn new skills and to work with the telematic network. We can learn some of these skills through the videogames, in fact we think that the teacher must study and use them. The authors defend the idea that it may be advisable to study the characteristics of the videogames before criticizing their effects. Besides, we can’t forget that they are an excellent way to introduce students in the telematic network.

Keywords
Videogames, skills, learning.