Abstract
Videogames are a rich source of information and education which use symbolic resources to nourish the everyday experiences of children and adolescents. This article examines various studies which defend the educational values of videogames and suggest their incorporation into the school curriculum. Their characteristics and expressive qualities mean their use in the school setting provides a formational horizon which would enable them to become an important pedagogical tool to encourage not only learning, but also analysis and reflection of the values transmitted.

Keywords
Videogames, education, learning, values.