Abstract
This article explores the benefits of today’s commercial video games in teaching gamers and helping them acquire the skills needed to be able to perform better in our society. The article discusses the problem of formal education not responding to the complexities of our environment and draws upon the model of complex thought processes and the seven key principles of an education for the future proposed by Edgar Morin. The article also provides some ideas that might be helpful for teachers interested in using video games as educational tools in the classroom.

Keywords
Video games, complex thought, education, Edgar Morin.