

6th International Conference: Educational play and art in education and culture

Presentation at the 6th International Conference "**Educational play and art in education and culture**" under the auspices of the Ministry of Education, Religious Affairs and Sports, of the educational game "De Bono's Hats: The Life of a Computer. Hats in Action!", which was designed with the aim of developing critical thinking and understanding basic concepts of Informatics, on the 2nd of November 2025.

The game's methodology is based on the "Gamification for Fun" of the European program "ACAΔIMIA - Teachers Academy for creative and inclusive learning" coordinated by Action Synergy. The game is inspired by the cognitive model of Edward de Bono's "Six Thinking Hats", where students adopt different perspectives (data, emotions, criticism, advantages, creativity, organization) to approach issues related to the operation and future of computers. Through teamwork and the alternating role of the "hats", high school students learn to analyze, discuss and argue in a systematic way, strengthening communication, time management and active listening skills. Gamification mechanisms are applied, such as conceptual metaphors, challenges, rules, strategy, rewards and feedback, which encourage progress and cultivate an attractive and collaborative learning environment.

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