K.Becker & D.M.Jacobsen

A Trivial Talk for Serious People

Image credits: www.shared-visions.com/Rocket/EarnestCast.htm
www.djdchronology.com/iobe.htm
Film photos: 2002, Miramax, Universal Studios

Objective:

Games
Literacy
for All

The Importance of Being Ernest

Legend of Zelda

IGN Insider

Why Get to Know Games?

Wii Games

You can discover more about a person in an hour of play than in a year of conversation.

Plato
428 – 348 BC

Black & White

The Importance of Being Ernest

Why Get to Know Games?

… but we enjoyed playing games and were punished for them by men who played games themselves. However, grown-up games are known as 'business' and even though boys' games are much the same, they are punished for them by their elders. No one pities either the boys or the men, though surely we deserve pity, for I cannot believe that a good judge would approve of the beatings I received as a boy on the ground that my games delayed my progress in studying subjects which would enable me to play a less creditable game later in life.

Saint Augustine (AD 354 - 430)
in his *Confessions - Book I:10*

IGN.COM

It should be noted that children at play are not playing about; their games should be seen as their most serious-minded activity.

Michel de Montaigne
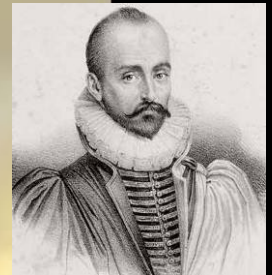
1533
-
1592

Why Get to Know Games?

SID MEIER'S
CIVILIZATION III
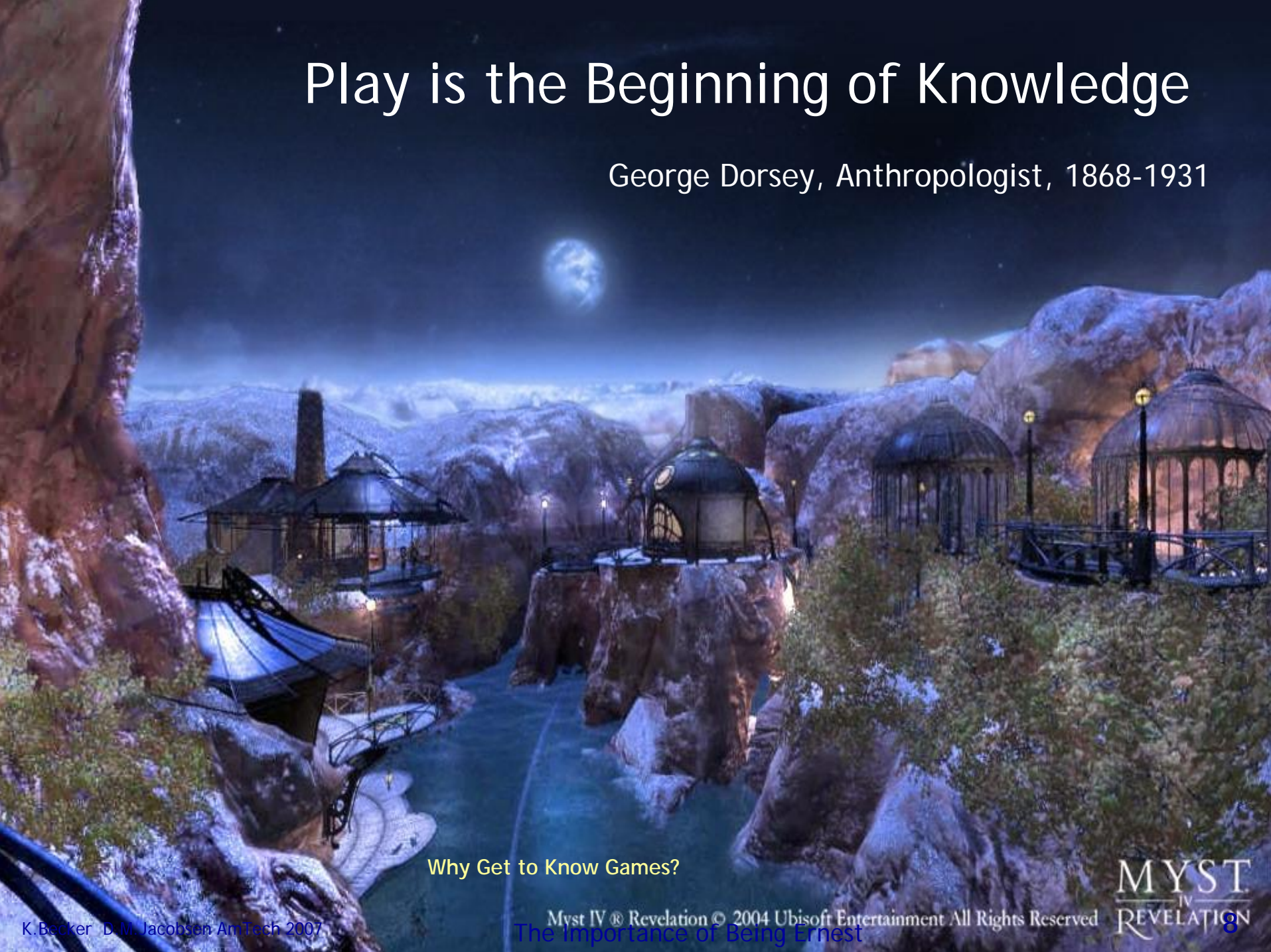
Games lubricate the body & the mind.

Ben Franklin
1706 - 1790

Why Get to Know Games?

The Importance of Being Ernest
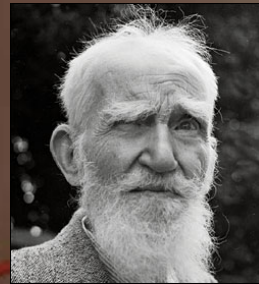
Sacrifice
gamewallpapers.com

Play is the Beginning of Knowledge

George Dorsey, Anthropologist, 1868-1931

Why Get to Know Games?

The Importance of Being Ernest

MYST
IV
REVELATION

We don't stop playing because we get old… we get old because we stop playing.

George Bernard Shaw
1856 - 1950

Why Get to Know Games?

The Importance of Being Ernest

Syberia

www.ign.com

Harlan Ellison

When I reviewed television, people said "If you hate television so much, how come you've got a television set in your house?". Stephen King even said "You know, Harlan's got a big TV.". Yes, that's right. I try to   be courant. I try to know what it is I'm talking about. I am not like many people who give you an opinion based on some sort of idiot hearsay or some kind of gut feeling you cannot validate. When I give an opinion, I do my best to make sure it is based on information.

http://harlanellison.com/home.htm

Myst End of Ages

IGN.COM
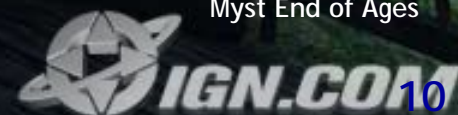
Anyone who makes a distinction between games and learning doesn't know the first thing about either.

Marshall McLuhan
1911 - 1980

Star Wars Galaxies

Star Wars: Galactic Battlegrounds 2002 developer Ensemble Studios publisher LucasArts   The Importance of Being Ernest

The Hype

Gwendolen: "In matters of grave importance, style, not sincerity is the vital thing."

Oscar Wilde,1895
The Importance of Being Ernest
Act III

And the Reality

Dawson College, Montreal

Sept 13 2006

Both the BBC & CNN were quick to report that the shooter played violent video games.

(He also wore a long black coat.)

To their credit, the CBC did not.

http://www.cbc.ca/canada/story/2006/09/14/gunman-shooting.html
http://edition.cnn.com/2006/WORLD/americas/09/14/montreal.shooting/index.html
http://news.bbc.co.uk/1/hi/world/americas/5346110.stm

Battle of the Colossus

Dawson College, Montreal

The Reality

Columbine Massacre Game voted one of The 10 Worst Games of All Time (PC World)

"Do violent video games inspire horrific, violent acts in the real world? No one really knows for sure.

Do horrific, violent acts in the real world inspire violent video games? Absolutely."

"Like the developers of JFK Reloaded, another re-creation of a historic murder, the creator of SCMRPG claimed lofty aims. On his Web site... Ledonne says the game "asks more of its audience than rudimentary button-pushing and map navigation; it implores introspection."

'...as a game, Super Columbine Massacre RPG is appalling.'

http://www.pcworld.com/article/id,127579-page,1-c,games/article.html

Evil beech tree

Just After Virginia Tech….Reported Thursday 3rd May 2007:

Student expelled for high school Counter-Strike map

The "crime"?

17-year old Asian boy teaches himself how to create a game mod, uses a landscape with which he is familiar (his school), and shares it on the web.

Ya got trouble, folks, right here in River City With a capital 'T' and that rhymes with 'G' And that stands for 'game'

Source: http://www.theregister.com/2007/05/03/student_counterstrike_map_texasschool/

The Reality

"In memory of those
lost at Virginia Tech
16 April 2007"

The Hype

Gamers are:
- mostly under 18 years
- primarily men

Most popular games are:
- violent twitch games

BAM

79

http://www.theesa.com/archives/files/Essential%20Facts%202006.pdf

The Importance of Being Ernest

IGN.COM

The Reality

Average age of Gamer: 33
# of US homes that have game consoles: 45 million (~half)

Gamers are:
    31.0% under 18 years
    44.0% 18-49 years
    25.0% 50+ years

85% of all games sold in 2005 were rated "E" for Everyone, "T" for Teen, or "E10+" for Everyone 10+.

WOMEN age 18 or older represent a significantly greater portion of the game-playing population (30%) than boys age 17 or younger (23%).

38% of gamers are women.

http://www.theesa.com/archives/files/Essential%20Facts%202006.pdf

What Gamers Do….

WHAT ELSE ARE GAMERS DOING?

Gamers devote more than triple the amount of time spent playing games each week to exercising or playing sports, volunteering in the community, religious activities, creative endeavors, cultural activities, and reading.

In total, gamers spend 23.4 hours per week on these activities, compared to 6.8 hours per week playing games.

79% of game players of all ages report exercising or playing sports an average of 20 hours a month.

93% of game players also report reading books or daily newspapers on a regular basis, while 62% consistently attend cultural events, such as concerts, museums, or the theater.

Source: Peter D. Hart Research Associates, 2004

51% of all gamers play games in-person with other players at least one hour a week, and a quarter (25%) of gamers play games with others online for at least an hour per week.

http://www.theesa.com/archives/files/Essential%20Facts%202006.pdf

Roller Coaster Tycoon

"Technology is anything that wasn't around when you were born."

Alan Kay

What is technology for you?
When were you born….

20's-30's: radio, telephone

40's-50's: television

60's-70's: computers, cell phones

80's: games, internet, ipods

90's: *nothing (!!!)*

texting, blogging, wiki's, open source, FaceBook, YouTube, MySpace, RSS, preferences (& customization, see D.Norman), augmented reality games, machinima

The Importance of Being Ernest

Kids should be reading instead of playing video games

"We often assume that stories told in one medium are intrinsically inferior to those told in another.

Shakespeare and Jane Austin were once considered to be working in less legitimate formats than those used by Aeschylus and Homer.

One hundred years after its invention, film art still occupies a marginal place in academic circles.

The very activity of watching television is routinely dismissed as inferior to the act of reading, regardless of content."

(Janet Murray, 1998, p.273)

Final Fantasy

© 2001 SQUARE CO., LTD. CHARACTER DESIGN / TETSUYA NOMURA

CNN: Not playing around: Scientists say video games can reshape education
POSTED: 0208 GMT (1008 HKT), October 17, 2006
http://edition.cnn.com/2006/EDUCATION/10/17/video.games.ap/index.html

"The theory is that games teach skills that employers want: analytical thinking, team building, multitasking and problem-solving under duress. "

Report on The Summit on Educational Games. (2006) Washington, DC: Federation of American Scientists. http://fas.org/gamesummit released Oct 17, 2006

(CNN GRAPHIC)

Why should we focus on digital games for learning?

- Many video games require players to <u>master skills in demand</u> by today's employers— *strategic and analytical thinking, problem solving, planning and execution, decision-making, and adaptation to rapid change.*
- They can be used to practice practical skills and important skills that are rarely used, to train for high-performance situations in a low-consequence-for-failure environment, and for team building.
- Games offer attributes important for learning—clear goals, lessons that can be practiced repeatedly until mastered, monitoring learner progress and adjusting instruction to learner level of mastery, closing the gap between what is learned and its use, motivation that encourages time on task, personalization of learning, and infinite patience.
- Today's students—the so-called digital natives—are poised to take advantage of educational games.

Report on The Summit on Educational Games. (2006) Washington, DC: Federation of American Scientists. http://fas.org/gamesummit released Oct 17, 2006

Q: What should the government, industry, and education community do to get educational games to teachers and learners?

A: Teachers should be trained to use learning games.

Report on The Summit on Educational Games. (2006) Washington, DC: Federation of American Scientists. http://fas.org/gamesummit released Oct 17, 2006
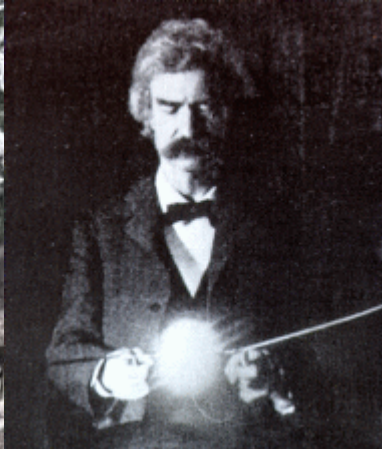
(CNN GRAPHIC)

Need for Speed

Literacy

Would you teach using this man's work without having read his works or knowing anything about him?

The Importance of Being Ernest

Sybera

Literacy

Does literacy mean the same thing as it did when you were in school?

When your grandparents went to school?

The Good Old Days

Star Strike

8086

The Importance of Being Ernest

Now

E3: Electronic Entertainment Expo, 2005

How to start?

Barriers to entry are rising.

E3: Electronic Entertainment Expo, 2005

The Importance of Being Ernest
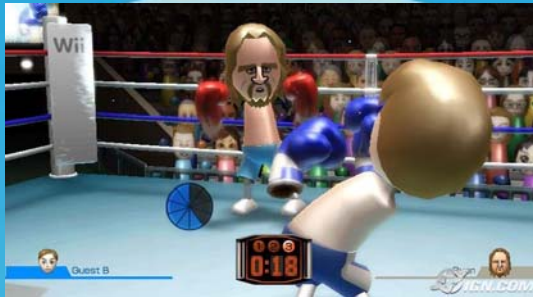
A Few Suggestions:

Start small.
Start simply.
Play in pairs.
Spend an hour.

Ask your students to
share their
knowledge.
Discuss games.
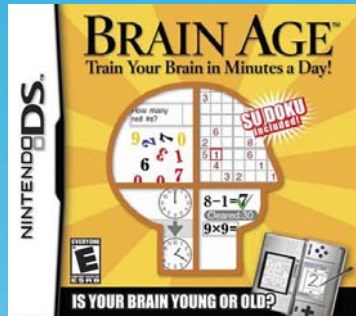Critique games.
Try fan fiction.
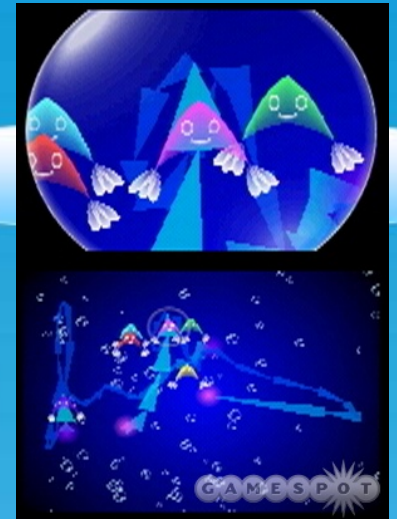
Games to Try:
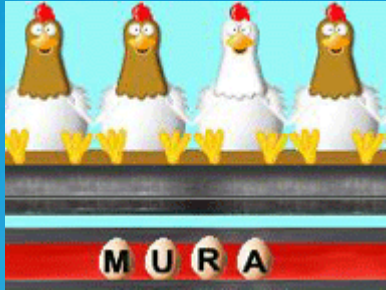
Fowl Words

Phoenix Wright

Wii Sports

Electroplankton

Brain Age

The Sims

Frogger

Carmen Sandiego

The Importance of Being Ernest

Games to Try:

Dance, Dance Revolution

Katamari Damacy

Harvest Moon

Lego Star Wars

Trauma Center

OPERATION SCORE 200
MISS LIMIT
TIME LIMIT
02:27:05
That's it! Now suture it up before it reopens!
04

PIKMIN 2
©2004 Nintendo

Questions?

Super Mario Galaxy

The Importance of Being Ernest