

An Afternoon of Play

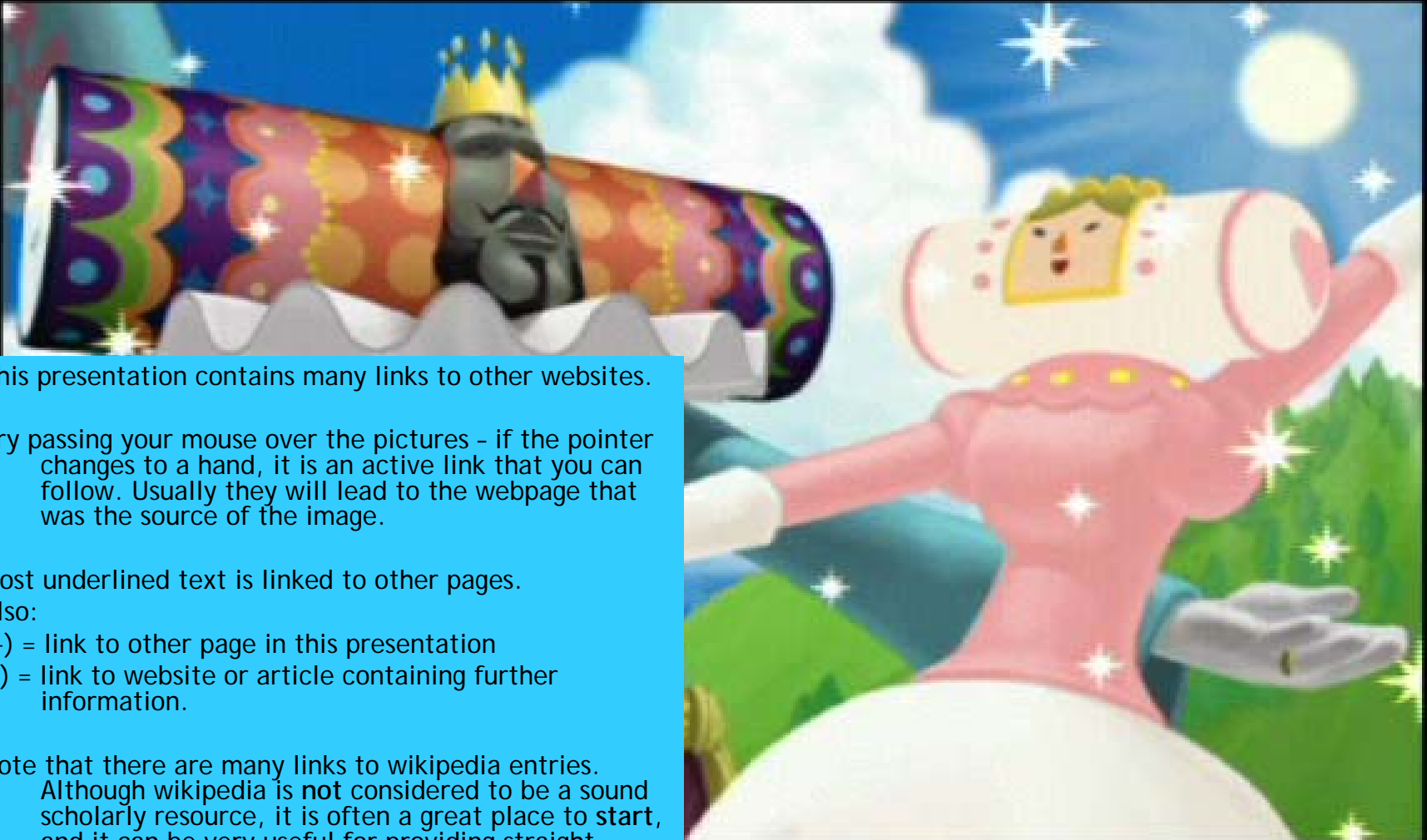


A Workshop Introduction to Video Game Literacy

Katrin Becker
University of Calgary
June 2007



Notes on presentation accessible online and on the CD:



This presentation contains many links to other websites.

Try passing your mouse over the pictures - if the pointer changes to a hand, it is an active link that you can follow. Usually they will lead to the webpage that was the source of the image.

Most underlined text is linked to other pages.

Also:

(+) = link to other page in this presentation

(-) = link to website or article containing further information.

Note that there are many links to wikipedia entries.

Although wikipedia is not considered to be a sound scholarly resource, it is often a great place to start, and it can be very useful for providing straight-forward and up-to-date explanations, especially of newer technological terms.

**Moby
Games**

Katamari Damacy

Bit of Wild Ride....



Tutorial Plan: Part One 1:30-3:00

1:30 – 1:50 20 MIN	What are games doing now?	1.1 Prologue View: “ PBS Video Game Revolution ” http://www.pbs.org/kcts/videogamerevolution/		
		Excerpts from the 2005 PBS special will start at 1:30 sharp and play while people are getting settled		
1:50 – 2:00 10 MIN	Introduction and Introductions	1.2 Presentation: What's All The Buzz?		
		Brief overview of the day's tutorial, and (depending on audience size) introductions or a series of questions to be answered collectively. [who are you; why are you here; what you hope to get out of it; what is your experience with games;]		
2:00 – 2:10 10 MIN	Case Study 1: A Simple Message	1.3 Presentation & Hands On: Why Use Games?		
		Hands on: play with September 12 Facilitator will 'lead' the play demo, followed by brief discussion of how something like this might be useful. http://www.newsgaming.com/games/index12.htm		
2:10 – 3:00 50 MIN	Case Study 2: Getting Fancy	1.4 What Can Games Do?		
		A Look at Several Games through game trailers, official websites, etc. In a few cases the games will be demo'd live (like Oregon Trail). How many of the listed games are examined depends on the audience and the available time.		
		Games & Official Websites	Trailers / Video clips	Other
		Oregon Trail (version 3) Stalin's Dilemma RealLives Second Life America's Army Nation States Virtual U	Elder Scrolls IV: Oblivion Myst: Revelations Eve Online LOTRO Spore Civilization IV Rollercoaster Tycoon	NMC Campus Second Life What Gamers Do Child's Play Charity The Music of Halo Games for Change Wii

Workshop Outline Part 1

Workshop Outline Part 2

Tutorial Plan: Part 2: 3:15-5:00 Hands-on

The purpose of the hands on section is to give participants an opportunity to play games in a supportive environment. Participants will be asked to play together in groups so they can help each other and share ideas. The number of sites and games experienced depends on the audience and the available time. During this time questions about where and how video games could be used in the classroom are discussed.

3:15 – 4:45 90 MIN	Welcome to the Arcade Hands On Q & A Discussion	[explore websites] WhyVille.com World of Monkey Island Hungry Red Planet Civilization III Apolyton.net DDR (Dance Dance Revolution)	
		[full game] Food Force The Typing of the Dead	
		[web game]	
4:45 – 5:00 15 MIN	Debriefing: Where does that leave us?	[portable games - DS] Animal Crossing New Super Mario Bros. Phoenix Wright Trauma Center Electroplankton Sims 2 Tetris Mario Kart	
		Presentation	
		Teachers Evaluating Educational Multimedia [UK] (TEEM)	Games Parents Teachers GameCritics MobyGames





1.2

Introductions





1.3 Case Study 1

1.4 What Can Games Do?



Ready, Set, GO!!



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