Title of Session: Targeting Librarians - Got Game?
Moderator: Lesley Farmer
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Room: Hot Tub Conference

BjB: hi, Evan and Tyler!

BjB: are you here for Targeting Librarians?

EvanGst1: yes

TylerGst2: yah

TylerGst2: this lady dragged us in here

TylerGst2: hehe

BjB chuckles...and 'this lady' is?

TylerGst2: a Mrs. Farmer

BjB laughs...that woman is tough!

BjB: I assume she wanted you to join the discussion as our game experts?

TylerGst2: yah lol

TylerGst2: we kinda have games minimized in the background atm

EvanGst1: multitasking ftw =P

BjB: thanks, Tyler and Evan...we appreciate you contributing to the knowledge of the old folks

EvanGst1: np

BjB . o O (multitasking has become a way of life)

EmilyW: are you students of hers?

BjB . o O (which explains our attention span of about 1.5 seconds)

BjB thinks one of these fine gentlemen might be related to Lesley?

EmilyW wonders if they are the game experts

EvanGst1: hehe

BjB nods to Em

TylerGst2: we are friends of the family I guess u could say

TylerGst2: adopted sons of sorts

TylerGst2: I'm actually an animation major

EvanGst1: History major here

EmilyW: where do you go to school?

BjB smiles. Lucky you!

TylerGst2: I go to the Art Institute of California Orange County

BjB: oh, cool, Tyler!

EvanGst1 left the room (signed off).

BjB . o O (I'm an art teacher, but not very into the tech stuff for animation...)

TylerGst2: my buddy goes to CSULB

BjB nods. Thanks

TylerGst2: so what's with all the emotes

EvanGst8 joined the room.

LesleyF joined the room.

BjB: welcome back, Evan

EvanGst8: thanks

TylerGst2: he got d/c'd

BjB: Hi, Lesley...nice couple of guys you've invited!

LesleyF: Hi, Emily

LesleyF: Here to talk about games and education?

BjB: emotes are text in Tapped In, Tyler

TylerGst2: another may be coming

BjB: can we do some quick intros, please?

BjB . o O (for the transcript)

TylerGst2: and caps lock is cruise control for cool

LesleyF: Absolutely

LesleyF: I coordinate the library media teacher program at California State University, and I brought some gamers in college.

BjB: I'm an art teacher in Pennsylvania

LesleyF: So if you guys would introduce yourself?

EmilyW: I am Emily, helpdesk volunteer, I studied games and education in college

LesleyF: Great, Emily.

LesleyF: Are you using any of your skills?

EmilyW: what do you mean?

BjB: Evan and Tyler, can you please give us a short introduction?

LesleyF: your gaming skills -- for education

EmilyW: I am not an educator

TylerGst8: I'm not an educator either

EmilyW: haven't used any of my skills from college yet

TylerGst8: actually I'm not so good at speeling wither

TylerGst8: see

TylerGst8: hence art major

BjB laughs...no spell police here, Tyler!

EvanGst1: My name is Evan and I currently go to Cypress City College. I plan on getting my GE's out of the way and then transferring to UCLA as a History Major. I have been playing video games since about the age of 6 and online games since I was about 10.

LesleyF: Mike is going to join us too

BjB . o O (he's on his way)

LesleyF: So you can tell we have some experts here

EvanGst1: I spend about 10+ hours a day on my computer playing games atm

EmilyW: I have been playing computer games since I was 6, not really into video games

EmilyW: I don't spend much time playing computer games anymore though

BjB raises her hand to ask a question

LesleyF: So, just to get into the topic...

LesleyF: Yes, BJ?

BjB: I was wondering what Evan and Tyler find so interesting about spending so much time on games?

LesleyF: besides honing their typing skills?

BjB . o O (I do the same thing with Tapped In, btw)

EvanGst1: Currently every one of my friends just about plays online game. We have been lanning currently for about 4 days now at Lesley's house

EvanGst1: It allows you to detach yourself from everything around you, real life problems and such and allow you to play a character that you advance through a game

EmilyW: What games do you play?

TylerGst8: For me personally it's just my get away from everything, time. I go to school full time and I work I also have a massive homework load and it's just a way for me to relax. Also when you are in the company of friends the passing time flies by

JeffC joined the room.

LesleyF: Hi, Jeff! Here to talk about gaming and ed?

JeffC: sure... just let me take a look at my chess and poker tabs first.

LesleyF: Want to do a quick intro, Jeff?

JeffC: helpdesk here... ed tech support... unemployed... living in Oregon.

MichaelGst9 joined the room.

JeffC: have you talked about the games at http://www.pbskids.org or http://www.starfall.com yet?

BjB cheers for Mike

MichaelGst9: Hey)

LesleyF: We just started. Guys, what do you think about sites like pbskids?

EmilyW: I like them a lot

JeffC: best thing next to sliced virtual bread... I've been taking my daughter's class there via tapped in... they've started peer reviewing different games.

BjB: I think these guys are into more high school and up games, Jeff

JeffC: trouble is... this danged need to "align to standards." even if they were... all the kids are doing something different... where's the NCLB check box for *that*?

JeffC: ah... ok

EmilyW agrees with BJ

EmilyW: I actually played some of the games in my gaming class

MichaelGst9 rawr

MichaelGst9: oh cool

EmilyW: there was only one of the 4 that I would consider educational

JeffC: so... is the talk going to center on Everquest, etc.?

EmilyW: that one was on computer, the rest was on video games

LesleyF: There are some commercial sites that do support standards but they can be pretty dry

LesleyF: What about RPG for education?

LesleyF: Do you think that could work?

JeffC: I wrote to PBS and asked them about it... no reply.

EmilyW: what is rpg?

JeffC: Role Playing Game

EvanGst10: rpg = role playing game

JeffC: like D&D, etc.

EmilyW: I learned about the different type of games

LesleyF: so how do you think that you could use or develop RPGs for education?

LesleyF: OR do you think that good games and education don't mesh?

EvanGst10: In order to create a RPG for education you would have to produce a product that appealed to the age group that you were targeting

EmilyW: depends how you define good games

MichaelGst9: Being it's a role play game, its built on the idea that you are doing something you normally can't.

LesleyF: I'm hearing in the room that Oregon Trail was cool...

MichaelGst9: The appeal revolves around the untouchable

MichaelGst9: such as wielding a sword... or a massive gun

LesleyF: Could you explain that more?

EmilyW: I liked Oregon Trail

MichaelGst9: I don't know if this applies to everyone... but gaming is an outlet

EmilyW: it was challenging

LesleyF: What you folks consider "good" in gaming?

MichaelGst9: it lets you take a break

EvanGst10: "Good" in gaming would be anything that catches your attention

EmilyW: and it was educational because it was kind of history related

MichaelGst9: but in truth there are games that have education in them that are quite popular

LesleyF: So untouchable means that you normally couldn't do or have it, but you could in a game -- such as driving off a cliff in complete safety or becoming king of the world...

LesleyF: Like what, Mike?

LesleyF: well, not king YET

MichaelGst9: well Shadow Hearts Covenant was based in medieval times

MichaelGst9: and a lot of the storyline had to do with actual history of varying places

MichaelGst9: throughout Europe and such

LesleyF: Does the storyline make it more interesting?

MichaelGst9: Very much so, I could pick up on things and identify them as truth

MichaelGst9: it was kinda... neat

MichaelGst9: I guess

LesleyF: So it sounds as if historical role-playing is a natural.

TylerGst8: definitely

LesleyF: We think that role-playing grocery stores isn't that thrilling -- even on double coupon day.

MichaelGst9: Aye... but the most intriguing are the historical fictions, ones based on fact that use fiction to assist in plot

BjB . o O (Mike likes pirate games   )

TylerGst8: who doesn't <3 pirates

MichaelGst9: I <3 pirates

BjB: aye

EvanGst10: Ninja's are > Pirates

EvanGst10: Ninja > pirates

LesleyF: Do you think it's better to co-opt existing commercial games like Age of Empire or SimCity -- or to create a RPG or other explicitly for education?

MichaelGst9: Definitely Co-opt

EvanGst10: Well you could expand Age of Empire of the game Civilization

LesleyF: because??

EvanGst10: and allow them to become more of a historical view point

LesleyF: What do you think of college students designing educational games?

MichaelGst9: If one actually played Age Of Empires II you learned a lot of history (I'm pretty sure it was researched and correct)

JeffC: rpgs can be f2f or online... they can be "educational" or "fun." getting them to be online+educational+fun is the trick. One site that I know of that is working in this direction is Quest Atlantis at http://atlantis.crlt.indiana.edu/ ... it's a 3D MUVE based on Active Worlds software.

JeffC: QA is a research project by the university of Indiana... you need to be invited by an educator to get in... this is yet another element of online RPGs... *safety*.

LesleyF: Here are a couple of websites on gaming: www.cofc.edu/~seay/cb/simsites.html

EmilyW: I made a website once on gaming

LesleyF: www.educatoinarcade.org/gtt/proto.html

MichaelGst9: I Realized how powerful games were, when during my sophomore year of High School I couldn't memorize my trig functions but... I could tell you every Item drop off every upper tear boss for 3 different expansions, all the stats on all my classes' specific armor, and the Strategies for every endgame encounter up to date.

EmilyW: but it's not uploaded anywhere

LesleyF: So what is it about gaming that you can memorize things but it's difficult in straight education? I've noticed that trait with others...

LesleyF: ...note misspelling in educationarcade site...

BjB: here's a game to teach girls computer programming

BjB: http://www.maryflanagan.com/rapunsel/index.htm

MichaelGst9: Basically we as rpg'rs become who we role play, and its kinda the point. I was a lvl 70 Shadowknight, with a huge sword who could command the dead. Evan was a Martial Arts master who could beguile his enemies into believing he was dead, mend himself and stand back up to fight another day.   Its who we were, not what we were working on, cause its so much more interesting than our everyday grind

EmilyW: my game links is on a website, my college website is still up somehow

EmilyW: http://mypage.iu.edu/~eaweinbe/gamelinks.html

BjB agrees that the every day grind can be a bit tedious

EmilyW: this is one - talks about the different types of games

EmilyW: http://www.robinlionheart.com/gamedev/genres.xhtml

LesleyF: It was noted that online games usually won't work in ed circles because of privacy issues

JeffC: Michael... any chance you could write up your shadowknight's exploits and get credit for it in English?

LesleyF: Another good site of game development is http://www.educationarcade.org/gtt/proto.html

LesleyF: I've seen that done, Jeff.

MichaelGst9: Definitely

MichaelGst9: depending on the class mind you

LesleyF: I've seen students write "imaginative" stories that are basically their gaming experiences

JeffC: see... I played rpgs for a number of years... there is definitely a good deal of critical thinking, problem solving, creativity... but virtually no one is getting any kind of high school credit for it.

EvanGst10: Well in online gaming at the point in order to make it to the "end game" of the current game you are playing, you have to dedicate at least 6 hours a day 4 days a week to get into guilds that kill the upper level bosses

LesleyF: --- unless they create games in computer classes.

JeffC: since the kids like it... it mustn't be educational!

LesleyF: Ah, if one would study that many hours ....

EmilyW: I got college credit for my games in instruction class

MichaelGst9: I Like Jeff's thinking

EvanGst10: If you don't dedicate that time you are stuck with gear on your character that is far from par and you have to deal with players that do spend the time to become more uber (powerful) then your character

JeffC: right Evan... and when you are talking about that kind of time commitment... you've got problems.

EvanGst10: Well atm

MichaelGst9: If one would only study the hours one spent doing anything they found enjoyable... we'd study a lot

MichaelGst9: atm = at the moment

LesleyF: there you go...

EvanGst10: I can raid 6 days a week for 6+ hours a night, go to school taking 14 units, work 4 days a week and keep my girl friend happy

EvanGst10: All while balancing my raiding schedule

JeffC: right... well... of course rpgers are great at multitasking.

MichaelGst9: I gave up my girlfriend because she got in the way of my gaming and found a new one that doesn't take as much time

LesleyF: On a younger level, there are sites for creating PPT games -- http://it.coe/uga/edu/wwild/pptgames/index.html

JeffC: new game or girlfriend Michael?

TylerGst8: g/f

BjB: are you familiar with Marc Prensky? http://www.marcprensky.com/

MichaelGst9: both actually

JeffC: lol

JeffC: afks for a few

MichaelGst9: Went for Everquest to World of Warcraft and from Tina to Brittany

BjB . o O (heard Marc speak at NECC 2005)

MichaelGst9: kk

LesleyF: YES, BJ. he has much to offer -- Prensky

BjB nods

LesleyF: I got into this issue from a Wired article
http://www.wired.com/wired/archive/11.05/view.html?pg=1

LesleyF: What is it about gaming that gets you to stay with it for hours? What is the return for your time/effort?

EvanGst10: Because it provides something that you can't do in the real world

BjB . o O (kind of what I was asking in my first question)

EvanGst10: I can't go around killing people with a 2 handed sword and when I die come back to life

MichaelGst9: Something interesting... Gamers have actually had professions for many years, in Korea.

LesleyF: what would be an example of a crummy game?

MichaelGst9: But over that last few years, in America, Professional gamers have sprung up from varying positions. CPL or Cyber Athlete Professional League.

LesleyF: what could make a game crummy/stupid/lame?

BjB listens

EvanGst10: something that does not keep your attention

LesleyF: so what about the game wouldn't keep your attention?

MichaelGst9: Its all person to Person based

BjB . o O (does the game have to have violence in it to keep your attention?)

EvanGst10: different people find different games un enjoyable

MichaelGst9: individual interpretation of the game

LesleyF: explain, Mike

MichaelGst9: neg on the violence

TylerGst8: every game has to have a killer plot or timeline or something

TylerGst8: just like a book

MichaelGst9: I prefer racing games to all others usually

TylerGst8: otherwise u sit there and read the dictionary

EvanGst10: Some people like being part of the SWAT and killing people with guns, while others like playing a blacksmith or something

MichaelGst9: But in other areas if they are exceptional intrigue me, such as Half Life being the best of the best when it comes to FPS (First Person Shooters)

LesleyF: I've heard that girls tend not to like the Mario types of games or other games that are basically closed: go through a room and get stuff, and then go to the next room, until the end.

BjB . o O (that sounds boring to me, Lesley!)

LesleyF: Girls tend to like open-ended games, so they prefer RPG in huge environments. Aren't there girls in EverQuest?

MichaelGst9: Girls generally like (this is personal experience and sounds very stereotypical so please don't judge) emotional RPG's with character development as a main factor, and puzzle games

LesleyF: that's what I heard too...

LesleyF: it's really true, Mike.

BjB chuckles

MichaelGst9: Honestly... my mom hates games

MichaelGst9: but she can play tetris for hours...

MichaelGst9: like crazy skills too

LesleyF: there you go...

LesleyF: Another factor in poor games is poor "re-play" -- want to explain that, guys?

TylerGst8: I concur

MichaelGst9: That's the beauty of MMORPGS or Massively Multiplayer Online Role Play Games

MichaelGst9: They are completely never ending

EvanGst10: There is always something new to do or new to get

MichaelGst9: Events are set up so it requires up to 70 people to challenge and have a chance at completing the so called end

EvanGst10: and in order to get level 70 it requires about a play time of at least 40 days

EvanGst10: and then to get the gear to do the events takes another 20 or so days of just raiding

LesleyF: if you're doing roles, say in a historical RPG, would you rather be a general character (monk, juggler, knight) or be a specific person like the King of England.

MichaelGst9: KNIGHT!

LesleyF: ?

MichaelGst9: generic knight

EvanGst10: Knight

LesleyF: So it's the action that is important?

MichaelGst9: the thing is... in games if you're a generic person, it allows you to shine and show up above the rest

MichaelGst9: that's what's so glorious about being a knight rather than a specific person

LesleyF: and you have certain parameters/powers for each position?

MichaelGst9: but it's not just action, it's intrigue

MichaelGst9: yes

LesleyF: so it's seeing what you can do with what you have?

MichaelGst9: yes

MichaelGst9: but it's also the fact that you can take a risk

MichaelGst9: without consequence

MichaelGst9: that's the main backing behind game popularity in my opinion

LesleyF: So education should have a risk AND yet be safe...

MichaelGst9: well it already has that

MichaelGst9: we risk failing

LesleyF: so it's not that safe...

MichaelGst9: well... not entirely

MichaelGst9: it's safe if you commit and put in the time

MichaelGst9: but in today's world time is a very valuable commodity

LesleyF: I get the feeling in education that it's better to play it safe in school than to take intellectual risks??

BjB . o O (is there something wrong with failing? Or is failure a lesson in itself?)

MichaelGst9: well... failing is not as bad as people make it seem

MichaelGst9: but failing a class has dire consequences in the real world

LesleyF: there's the problem...

MichaelGst9: I failed my first college algebra class cause I thought it would be easy like high school... but it wasn't and it's on my record forever

BjB: I wasn't talking so much about failing a class as learning to deal with failure

MichaelGst9: Learning to deal with failure is very important

EvanGst10: Well in games that you play now you learn to deal with failing

BjB agrees

EvanGst10: in MMORPGS you do events that take perhaps 20+ tries

EvanGst10: each taking 3 hours a attempt

EvanGst10: and from your failure you learn strategies

EvanGst10: that allow you to beat the encounter

EvanGst10: With failure in games and such you learn from them

MichaelGst9: MMO's help you deal with people surprisingly well

EvanGst10: failing in school or the real world

MichaelGst9: basic communication skills

EvanGst10: and keyboarding skills

LesleyF: so how do you think that you could create games that would work for school?

EvanGst10: I can now type at about 100-120 words a minute

MichaelGst9: I agree with Evan... same here

LesleyF: Looking back on the conversation, I see another factor in gaming benefits: retrying until you succeed. Mastery learning...

LesleyF: So before we get too far along, let me give you folks a bibliography on gaming and education, OK?

TylerGst8: sounds splendid

LesleyF: Ready for the bibliography?

LesleyF: GAMING BIBLIOGRAPHY

LesleyF: http://www.wired.com/wired/archive/11.05/view.html?pg=1

LesleyF: Games to teach

LesleyF: http://www.educationarcade.org/gtt/proto.html

LesleyF: http://www.happynote.com/music/learn.html

LesleyF: http://www.funbrain.com/kidscenter.html

LesleyF: http://it.coe.uga.edu/wwild/pptgames/index.html

LesleyF: http://www.bbk.ac.uk/ccs/elearn/Computer_games_list.htm

LesleyF: Ed and simulations   http://www.cofc.edu/~seay/cb/simgames.html

LesleyF: Gaming websites   http://www.cofc.edu/~seay/cb/simsites.html

LesleyF: excellent article

LesleyF: http://www.firstmonday.dk/issues/issue8_7/xyzgros/

LesleyF: Excellent Webliography
http://magazines.fasfind.com/wwwtools/m/2530.cfm?x=0&rid=2530

LesleyF: http://www.marcprensky.com/dgbl/Prensky%20-%20Selected%20URLs(web).htm

LesleyF: Impact of gaming on education   http://www.seaford.k12.de.us/it/gaming.htm

LesleyF: http://neurolearning.com/computers.htm

LesleyF: http://connect.educause.edu/blog/kbennett/gaming_and_education/1105

LesleyF: Video gaming, Ed and digital learning technologies
http://www.dlib.org/dlib/february02/kirriemuir/02kirriemuir.html

LesleyF: Panelists of education and video games

LesleyF: http://www.watercoolergames.org/archives/000142.shtml

BjB: whew!

LesleyF: BJ can tell you guys how to get the archive.

BjB: the archived transcript will be at www.tappedin.org/transcripts

BjB: in a week or two

LesleyF: So what advice would you guys give us older folks about education and gaming?

MichaelGst9: It would be extremely hard to mix... gaming and education

LesleyF: BTW, these guys are playing RPG games at the same time that they're chatting here -- they're finishing up a LAN party in the garage -- I brought my laptop into the garage.

LesleyF: Why, Mike?

MichaelGst9: so... maybe you should have them interact instead of mix

MichaelGst9: well...

BjB smiles...you're a great sport, Lesley!

MichaelGst9: aside from maybe history I can't personally think of ways to incorporate other subjects into it...

BjB: au contraire, Mike! Math is perfect for some games

EvanGst10: only basic math

LesleyF: Economy is good -- simulations are pretty common

EvanGst10: how are you going to put trig into a game?

BjB: and computer programming

MichaelGst9: yeah   I need a trig game

MichaelGst9: with a sword

EvanGst10: And if you did put trig into a game, what would your player base be?

BjB: there is a discussion here in Tapped In on FIRST Robotics

LesleyF: BJ, I think I sense the topic for next month: math and technology

BjB: that involves lots of math and science

BjB nods to Lesley

MichaelGst9: computer programming is an amazing skill

BjB agrees with Mike

MichaelGst9: When I started in computer science I was amazed at how different it was from almost every other subject I had touched

BjB: and what about art, Tyler?

TylerGst8: it's pretty

TylerGst8: that is kind of a broad question

TylerGst8: I may need some refining on that

EvanGst10: and Tyler is now cut

BjB: Tyler, check out www.artsconnected.org

LesleyF: Any thoughts that the teachers want to share before the gamers flake off?

MichaelGst9: Basic education is already within most games

TylerGst8: so are u asking if our srt teaching is going in the right direction

MichaelGst9: People just don't like to acknowledge it

BjB: you can build your own museum collection. There are also lessons on the elements and principles of art...that could be included in a game

JeffC: back

LesleyF: Chris (another gamer-- my son) says that the educational canon is getting lost --

LesleyF: Anarchy online, Chris says, lets players paint pictures and others can buy them.

TylerGst8: honestly art is more of a skill

TylerGst8: art history isn't all that interesting

BjB: drafting is a skill, creative thinking is an art

LesleyF: folks are saying that poor games have few players, aren't well maintained, not well made

LesleyF: that could be said for education too...

LesleyF: so how much creativity is there in games?

MichaelGst9: World of Warcraft (probly the main MMO at the moment) is in truth a rather poorly maintained... but content wise it also lacks

MichaelGst9: BUT

MichaelGst9: the game is so basic that it's easy and fast paced keeping even the most casual gamer captivated

BjB . o O (creative thinking = problem solving skills)

LesleyF: Chris says playing a game is more of a science than an art

LesleyF: good point, BJ

MichaelGst9: Aye true, but in today's mmo's a lot of the problems come with solutions

BjB smiles. Chris sounds like a good gamer for semantics

MichaelGst9: Or the problems are so basic, they don't allow for much creative thinking

LesleyF: Sounds like the FOLLOWING month we can talk about problem-solving skills and technology, OK?

BjB: sounds great, Lesley!

LesleyF: Any last words of wisdom from anyone?

MichaelGst9: We are the Generation of L337

MichaelGst9: that is all

BjB: Thanks, Mike, Tyler and Evan for participating in our discussion

LesleyF: any insights?

EvanGst10: np

MichaelGst9: *nod*

BjB: thanks, Lesley, for bringing the session to us live from your garage

LesleyF: a different definition for Garage Band...

BjB laughs..yep

TylerGst8: booyah

LesleyF: thanks, guys

LesleyF: Time to finish grading papers...

BjB waves goodnight to Lesley

LesleyF: Thanks, again, BJ -- and your participation too, Jeff.