Games in Education
And Emergent ICT Behaviours

Vincent Trundle
ACMI Games Lab

Exploring games culture

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Screen Education
ACMI Screen Education

Our focus is screen literacy:

• the ability to read, analyse, appreciate and explain the ways in which screen texts make meaning.
• the ability to create screen texts conveying meaning
Games Literacy

"Games are a legitimate cultural form that deserve critical analysis in schools just as film, television and literature do"

Dr Andrew Burn, associate director of the Institute of Education's Centre for the Study of Children, Youth and Media
Why is games literacy important?

- Critical thinking and critically assessing media
- Increasing access ability – discerning consumer
- Create ability to create
Games Literacy

**Reading**
Producer’s motives
Representations
Genre/Style
Character
World
Social structures
Interface/HUD
Camera position
‘Story’
History
Immersion
And more

**Writing**
Game design
Research
Programming
Art
Audio
Production Manager
Testing
Social Management
Law
Marketing
Journalism
And many more

**Playing**

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Screen Education
Games offer much for the Curriculum

“…games might be considered educational in so far as they provide opportunities to manipulate and experiment with the rules underpinning our sense of reality and identity”.

CAROLINE PELLETIER 2006
Institute of Education, University of London, United Kingdom
Difficulties in the classroom

• quickly identifying how a particular game is relevant to some component of the statutory curriculum, as well as the accuracy and appropriateness of the content within the game

• persuading other school stakeholders as to the potential/actual educational benefits of computer games

• lack of time available to teachers to familiarise themselves with the game, and methods of producing the best results from its use

• amount of irrelevant content or functionality in a game which could not be removed or ignored, thus wasting valuable lesson time
Games *DO* offer…

- strategic thinking
- planning
- communication
- application of numbers
- negotiating skills
- group decision-making
- data-handling

- *Literature Review in Games and Learning Nesta FutureLab 2005*
Communication, Research and Reflection

Examples:

Forums, Clans, Game FAQ, IMing, Magazines, Wikis, Walkthroughs, Blogs, Reviews & Ratings, Cheats, etc, etc,
Emergent Behaviour

Digital world is constantly being subverted
(by what Mark Prensky has labelled ‘Digital Natives’)

- Playful (- educative)
- Collaborative and Expressive
- Experimental
- Explorative

La Parkour

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