**CLASS 14**

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| **TOPIC** | Media literacy and the safe use of digital media: Gaming  |
| **LEARNING CONTENT - DETAILED CHARACTERISTICS** | This class focusses on the way media literacy becomes essential when confronted with one of the most widely spread new developments in the last few decades, namely, gaming. It discusses the fact that computer and video games have special properties that books cannot offer for the “digital natives” but they can become harmful as well. Being media literate helps us become aware of that and rather use gamification as an interactive environment helping to become engaged and practice twenty-first century skills such as collaboration, critical thinking, problem solving, and digital literacy. We discuss such reasons why gamification provides a distinct way of learning to promote twenty-first-century skills as, first, he fact that they are based on problem solving and not on one’s ability to memorize content knowledge; second, gamification promotes creativity in digital natives where they are encouraged to think like a designer or modify to redesign games; third, digital natives are beginning to co-author their games through the choices they make to solve problems and face challenges; lastly, through online gaming, digital natives are able to collaborate and learn in a more social environment.On the basis of the examples collected by the students, they become better acquainted with the ways gaming functions as an important tool for both acquiring media literacy and using it wisely.  |
| **KEY WORDS** | Safe use of media; gaming; media literacy |
| **SUGGESTED TOOLS** | Power-point presentationVideos and readings that can serve as examples for discussionDiscussion |
| **TIPS / METHODOLOGICAL REMARKS****(if applicable)** | The “flipped classroom” method is used. Students are assigned readings and videos to watch and then a class discussion is carried out. All steps are detailed in the description  |
| **IMPLEMENTATION OF THE CLASSES**  | **STEP 1** | The students are assigned to read the power-point presentation and think of possible questions to discuss. |
| **STEP 2** | The students are assigned to find examples of computer and video games they and their friends play and think about the possible risks gaming can entail. See Work Card 1 and 1Work Card 2 |
| **STEP 3** | Discussion: the students come to class and discuss the way gaming can be used to enhance the key skills of the twenty-first century and the risks it poses. They ask questions based on their getting acquainted with the presentation of the lecturer. |
| **STEP 4** | The lecturer clarifies the different points of view and makes students critically assess the role of gaming in the lives of the “digital natives”. |
| **STEP 5** | Learners discuss the different examples they have found illustrating the way gaming can be used to enhance the key skills of the twenty-first century and the risks it poses.  |

**ADDITIONAL MATERIAL - WORK CARD 1**

**WORK CARD 1 – MEDIA LITERACY AND GAMING**

**Task 1:** Are you good at computer and video games? Try to match the description with one of the games from the list. Not all games are described.

1. **Call of Duty**
2. **Flappy Bird**
3. **Angry Birds**
4. **CastleVille**
5. **Clash of Clans**
6. **MovieStarPlant**
7. **Fortnite: Battle Royale**
8. **FIFA**
9. **Minecraft**
10. **The Sims**
11. **GTA**
12. **Candy Crush**
13. **Construction lite**
14. **League of Legends**
15. **Clash Royale**
16. **Battlefield**
17. **Subway Surfers**
18. **Assassins Creed**
19. ………….is a shooting game. You experience the war from your own point of view. You play alone or together with more people, equipped with weapons. There are different kinds of goals. Those depend on the mission that is being played.
20. ………… is a computer game in which you use a catapult to launch angry-looking birds to destroy green pigs. Those pigs are in unstable constructions.
21. …………..You build a number of buildings to store gold, dark elixir, and to train men. Your treasure-chest grows while you plunder the surrounding villages and camps. If you win an attack, you get trophies. If you lose an attack, you lose some.
22. In ……………you are dropped on an island with a maximum of 100 players. You have to try to be the only one left surviving and you can find weapons everywhere. You play alone, in a duo or in a team of 4 people. The playing field on the island continues getting smaller and smaller. To protect yourself, you can build walls, floors and traps with material that can be found.
23. ………………..is a game in which the player can run around freely in a virtual world. You travel through caves and dungeons and construct buildings and facilities. You can mine materials, process those into other objects and fight monsters (mobs).
24. ……………….is a series of games that are unrelated, although each game’s general theme is crime. You steal cars or carry out a raid. As a player, you have the freedom to do whatever you want. To make progress, you have to carry out assignments from different bosses.
25. In ……………..you have to complete as many levels as possible by making unexpected candy combinations. In some levels, you play to gain as many points as possible, and in other levels, you have to try and get rid of all jelly.
26. ………………… can only be played online against other human players or bots (computer-controlled). In total, there are two teams who compete against each other. Each team has a *Nexus*. You have to try to destroy the other team’s Nexus.
27. …………………..is a free and fun game in which you literally take to your heels. Run for your life in between trains. Jump from one track to another or from one train to another. Jump over obstacles and slide underneath the fence. In the meantime, try to collect as many coins and gadgets as possible.

ANSWER:

**Call of Duty** is a shooting game. You experience the war from your own point of view. You play alone or together with more people, equipped with weapons. There are different kinds of goals. Those depend on the mission that is being played.

**Angry Birds** is a computer game in which you use a catapult to launch angry-looking birds to destroy green pigs. Those pigs are in unstable constructions.

**Clash of clans:** You build a number of buildings to store gold, dark elixir, and to train men. Your treasure-chest grows while you plunder the surrounding villages and camps. If you win an attack, you get trophies. If you lose an attack, you lose some.

In **Fortnite: Battle Royale** you are dropped on an island with a maximum of 100 players. You have to try to be the only one left surviving and you can find weapons everywhere. You play alone, in a duo or in a team of 4 people. The playing field on the island continues getting smaller and smaller. To protect yourself, you can build walls, floors and traps with material that can be found.

**Minecraft** is a game in which the player can run around freely in a virtual world. You travel through caves and dungeons and construct buildings and facilities. You can mine materials, process those into other objects and fight monsters (mobs).

**GTA** is a series of games that are unrelated, although each game’s general theme is crime.

You steal cars or carry out a raid. As a player, you have the freedom to do whatever you want.

To make progress, you have to carry out assignments from different bosses.

In **Candy Crush**, you have to complete as many levels as possible by making unexpected candy combinations. In some levels, you play to gain as many points as possible, and in other levels, you have to try and get rid of all jelly.

**League of Legends** can only be played online against other human players or bots (computer-controlled). In total, there are two teams who compete against each other. Each team has a *Nexus*. You have to try to destroy the other team’s Nexus.

**Subway Surfers** is a free and fun game in which you literally take to your heels. Run for your life in between trains. Jump from one track to another or from one train to another. Jump over obstacles and slide underneath the fence. In the meantime, try to collect as many coins and gadgets as possible.

**ADDITIONAL MATERIAL - WORK CARD 2**

**WORK CARD 2 – MEDIA LITERACY AND GAMING**

**Task 1.** On the basis of your experience, order the risks associated with gaming in an order starting with the most serious to the least serious. Illustrate that with examples you have come across.

**Privacy**

**Cyberbullying**

**Advertising and violence**

**Too much gaming**

**Gambling**

**In-game purchases**

**Streaming**