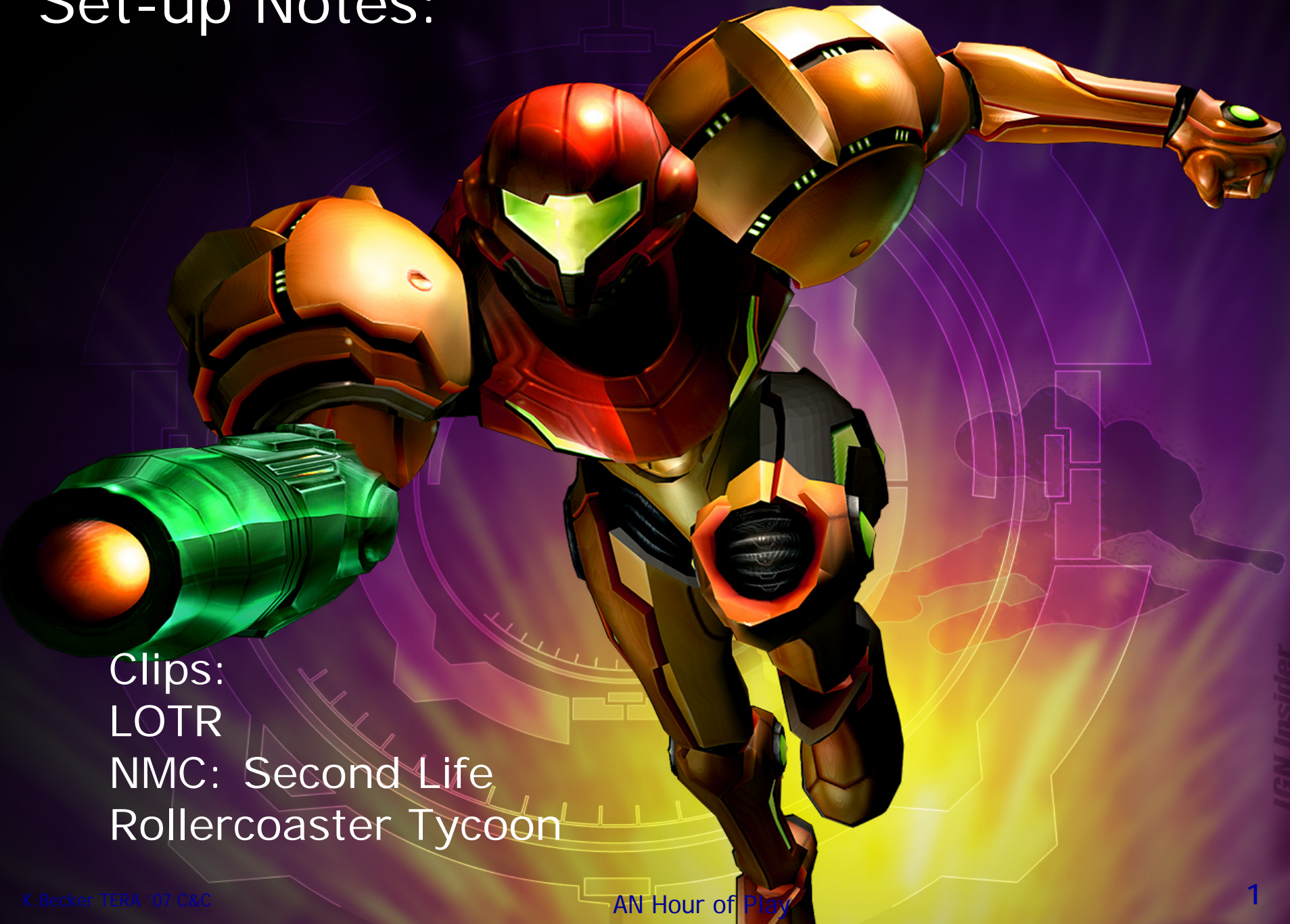


Set-up Notes:



Clips:
LOTR
NMC: Second Life
Rollercoaster Tycoon

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

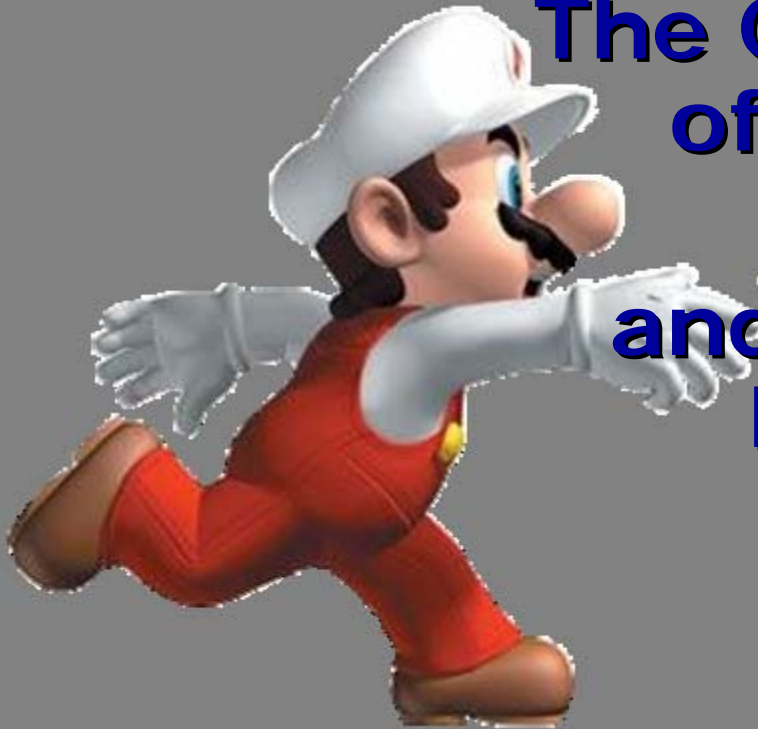
Plato



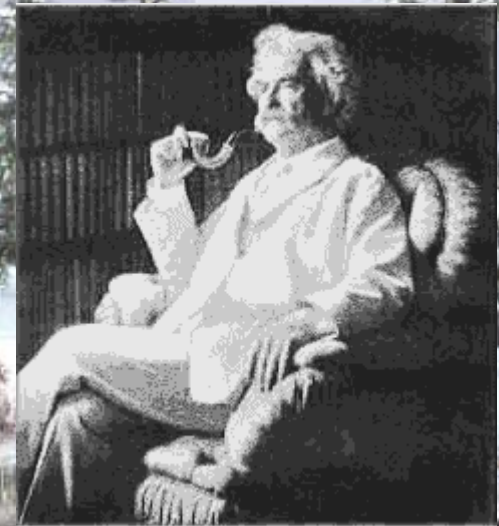
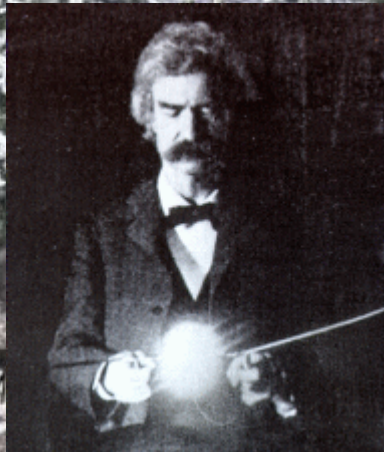
An Hour of Play

Katrin Becker

The Current State of the Art in Gaming and Games for Learning



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



Harlan Ellison

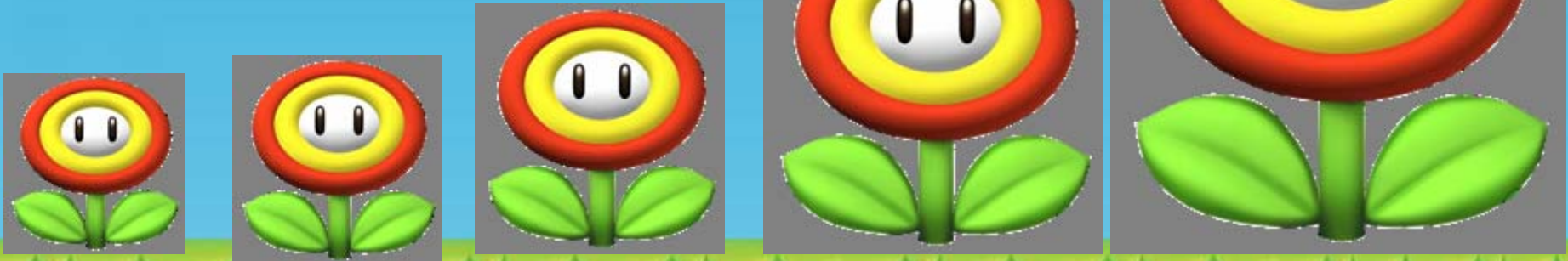
When I reviewed television, people said "If you hate television so much, how come you've got a television set in your house?". Stephen King even said "You know, Harlan's got a big TV.". Yes, that's right. I try to be courant. I try to know what it is I'm talking about. I am not like many people who give 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>

Information on Which to Base Opinions

- The Hype & The "Reality"
- Preoccupation with Games (State of the Art)
- Learning and Games
- Games of Interest
- Serious Games
- Reason for Optimism
- *Questions, conversations, debates...*



The Hype & The "Reality"





Is it better to discuss it, or ignore it?

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>

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
AN Hour of Play

IGN.COM 10

Hype AND Reality



US Congress launches probe into virtual economies. (Oct 15 2006)

“In Second Life up to US\$500,000 in user-to-user transactions take place every day, and the economy is growing by 10 to 15 percent a month.”

<http://secondlife.reuters.com/stories/2006/10/15/us-congress-launches-probe-into-virtual-economies/>

The Myth



+ 79

10:19

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