

Pokémon, Libraries and Learning
INFOLINK Webinar with JP Porcaro
Chat Transcript

Dave Lisa:Woot JP! :)

Liz Sann 2:You also look like a blue Brother.

Sophie Brookover:I agree, Liz!

Dave Lisa:It's all about the Achievement.

Liz Sann 2:Two renowned child psychologists say that kids learn through play. That it isn't just play but serious cognitive learning.

Sophie Brookover:I read an article about that in the NYT magazine.

Ellie Strbo:like puzzles and building blocks

Sophie Brookover:And imaginative play, too. I see it in my daughter & her friends all the time.

Jeanne Gingles:good problem solving too

Sophie Brookover:Jeanne, yes! problem-solving in terms of academics and in terms of problems w/in friendships.

Edwin Ruiz:I'm following you just fine.

Cory:I didnt have a question haha... I was having a problem connecting to the chat box

Cory:it kicks me out

Cory:lol

Ellie Strbo:like a runner improving their time

Liz Sann 2:Everyone learns differently. In my case having only 1 eye I have no depth perception and my ey/hand coordination is off. I have to really focus and concentrate when I play a game.

Edwin Ruiz:"Ultimate time-wasting appliance"? lol

Colleen Affrime:it's all about the motivation

Liz Sann 2:Kids can be very creative when they want to be. My 6th graders are showing me all the tricks!

Sophie Brookover:no more chalk & talk!

Cory:teachers as facilitators... how very john dewey of you

Jeanne Gingles:kids are increasingly visually oriented and games can use that to teach

Edwin Ruiz:I wouldn't let go either...

Edwin Ruiz:god of war

Liz Sann 2:Boy is this a flashback. I remember my first game, pac man on the Atari.

renee d. wagner:tetris was my favorite

Edwin Ruiz:as far as pokemon peer to peer trading is needed to achieve their goal

Sophie Brookover:JP, I really don't know much about pokemon, but can it be used to address the issue of peer-to-peer networking online, in terms of ethical information sharing?

Liz Sann 2:Famous words...I choose you!

Sophie Brookover:that makes sense.

Cory:Video games and Music GO REALLY WELL Together!... so does Video Games and History

JP Porcaro:never played tetris

Sophie Brookover:I don't play any games on FB!

Sophie Brookover:Sorry, man!

Edwin Ruiz:i play games...just not farm ville lol

Jeanne Gingles:you can still have fun watching other people, can't you?

Liz Sann 2:This game is a hoot and addictive.

Sophie Brookover:I am so pathetically bad at video games. I am really a card player/board gamer, but I think a lot of the same skills apply -- failure-based learning, for example.

Sophie Brookover:Game-as-project, sharing strategies, and so on.
Liz Sann 2:I also play Halo online with my son and his friends. They almost fell over when they found out the character I was and his mom!
Dave Lisa:An MMO is a gigantic learning & sharing community.
Sophie Brookover:The talk is within the game itself?
Edwin Ruiz:wow...awesome
Jessica:@Edwin - just saw your Farmville hit - watch yourself! Haha! Keep in mind, you need friends to play that game properly too!
Dave Lisa:Very cool...an instanced presentation! Grats JP
Edwin Ruiz:@jessica I mean no offense, I'm weak and know I would be addicted lol
Jessica:Ha! No worries.
Sophie Brookover:I did that all the time as a public librarian.
Sophie Brookover:It really let the kids shine, and I learned something, too.
Sophie Brookover:yep! it's in my browser now.
Colleen Affrime:yep
Jessica:got it thanks
Dave Lisa:Looking good
Jeanne Gingles:yep
renee d. wagner:yep
Edwin Ruiz:yeah...it kinda scared me that my comp did things on it's own
Taysha Gateau-Barrera:yes
Peggy Wong:yes thanks
Liz Sann 2:JP thank you for the great presentation. I have to go now, it's my time to man the YS Ref Desk. Please email me anything else. thanks and goodbye. I will email you any questions I might have.
Sophie Brookover:Liz, we will e-mail you the evaluation form.
Sophie Brookover:Thank you for participating!
Celeste:Sorry, but the link is firewalled and I didn't have a chance to copy it.
Dawn Bladzinski:My 9 year old plays WOW with her dad. Would love to know more about the Australia chat.
Jessica:<http://blog.8bitlibrary.com/2010/11/17/your-homework/>
Jessica Adler:we'll send everyone an email with the links after the webinar, too
Edwin Ruiz:Just wanted to say I feel you pain about your diamond and pear save data :(
Dawn Bladzinski:What are some other games you recommend for libraries to offer?
Edwin Ruiz:omg
Sophie Brookover:JP is happy to answer any other questions you may have -- please ask away!
Edwin Ruiz:Are loanable game collections growing in popularity?
Dawn Bladzinski:Love your educational philosophy and we are lucky enough to have a world gaming record holders in our town who has been terrific
Ellie Strbo:thank you so much. have to go to work on reference desk. thanks again.
Sophie Brookover:Thanks, Ellie!
renee d. wagner:have to leave thanks so much can we fill out survey
Barbara Mease:Thank You. Never thought of games as telling a story!
Jessica Adler:we'll send the link to the survey in an email
Jessica Adler:thanks, Renee!
Peggy Wong:thanks JP -- very informative and interesting info
Barbara Swetits:Thank you...I have a new respect for the value of video games.
Edwin Ruiz:Woo Thanks JP!
Taysha Gateau-Barrera:Thanks JP

Jessica:thanks. bye.

Celeste:Thank you

Dave Lisa:Great webinar! Thanks JP, Joanne, Sophie and Jessica!

Sophie Brookover:Thank you for attending, everyone! It was a pleasure to host you.

Cory:can urepost the link to the eval

Cory:?

Sophie Brookover:here you go, cory. <https://infolink.wufoo.com/forms/pokemon-libraries-and-learning-webinar-evaluation/>