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FREE WEBINAR:
Pokémon, Libraries and Learning

Led by **JP Porcaro**

Wednesday, November 17, 2010
3:30 – 5:00 pm *(1.5 CEU Hours)*
Cost: **No Charge!**

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8bitlibrary.com
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Virtual Services Librarian, New Jersey City University

gful medium to connect with students and users in new ways. Libraries can increase both

WHY GAMING?

storytelling

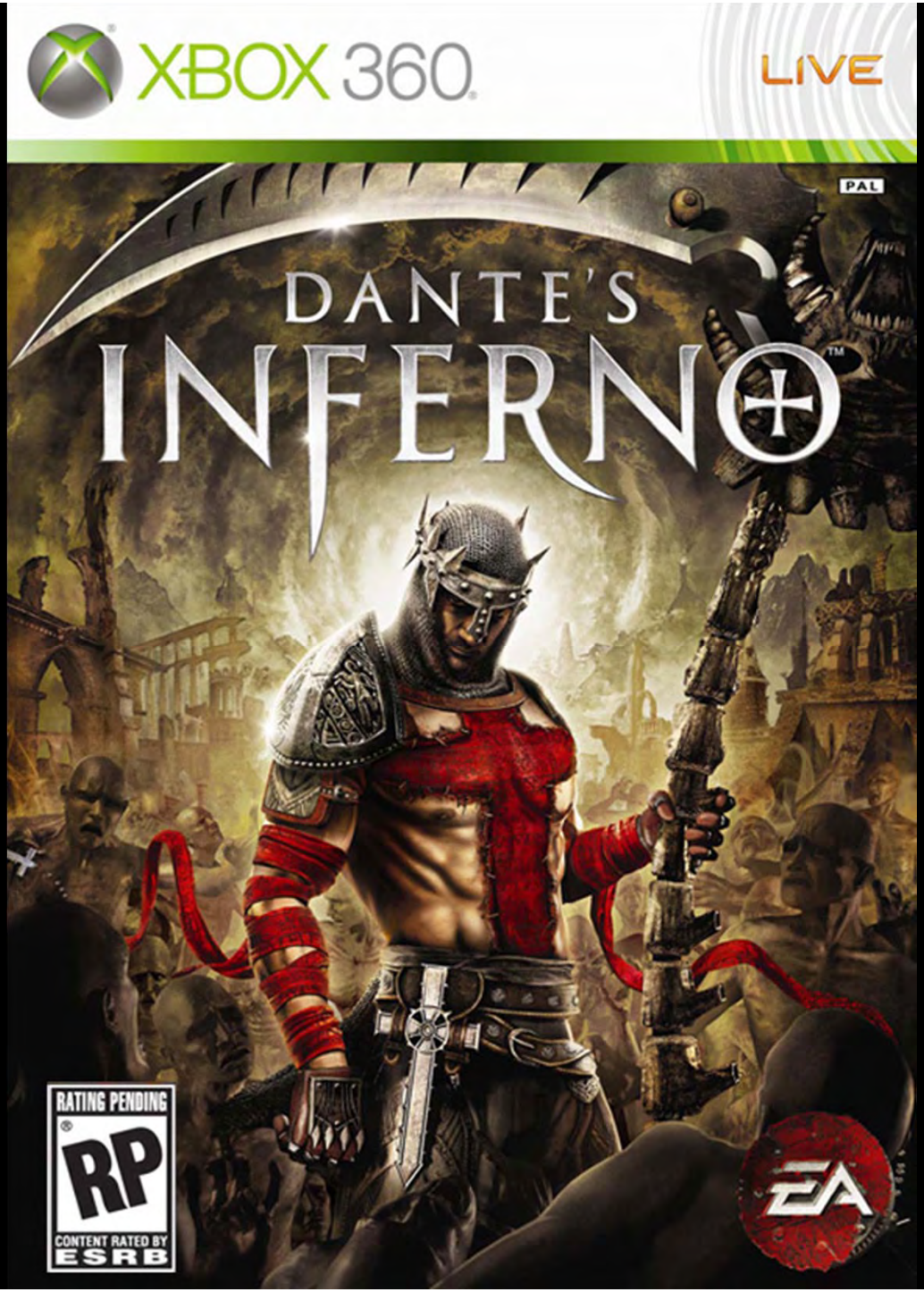
„★★★★
„Eleven történetmesélés a legjobb formájában."
Már a puszta pompa és látványosság szempontjából is kerek film esetében Cecil B. DeMille eposzának nagyszabású, mely saját Tízparancsolatának 1956-os remake-je. Ez, az Egyiptomban és a Sínai-félszigeten minden idők egyik legmonumentálisabb díszletével forgatott verzió Mózes (Charlton Heston) életét meséli el, aki egykor a fáraó (Yul Brynner) kegyeltje volt, de hátat fordított a kiváltságos életnek, hogy népét elvezesse a szabadságba. Ritkaságszámba menő bevezetővel magától Cecil B. DeMille-től.
Cecil B. DeMille
Tízparancsolat
Cecil B. DeMille szerzője
Tízparancsolat
Bevezeti Cecil B. DeMille
SZÉLESVÁSZNÚ
VÁLTOZAT

Video games tell a story: they have thematic elements, narrative devices, plot, character development…

“*An icy chill seemed to sweep through the room as I heard the inmates speaking among themselves. Not wanting to be seen, I crept silently close to the walls of the old asylum, being sure that my body was cloaked in shadow. The open doorway on my left was an opportunity to get out of sight. The room was empty, save some scattered papers and an old roll-top desk. Was that a reel of audio-tape on the desk? I picked up the tape and ran a finger across the dusty label:*
Arkham Asylum: Interview Tape 1: Edward Nigma: aka: The Riddler“.

NTSC
BATMAN
ARKHAM ASYLUM
16+
www.pegi.info
rocksteady
eidos

XBOX 360
LIVE
FABLE III
XBOX LIVE
FABLE III


XBOX 360
LIVE
PAL
DANTE'S
INFERNO
RATING PENDING
RP
CONTENT RATED BY
ESRB
EA

THE LEGEND OF
ZELDA
Twilight Princess
Wii
Nintendo
© 2006 NINTENDO. ALL RIGHTS RESERVED.

The Fantasy Genre

WALT DISNEY PICTURES AND WALDEN MEDIA
PRESENT
THE CHRONICLES OF
NARNIA
THE LION, THE WITCH AND THE WARDROBE
MUSIC COMPOSED BY HARRY GREGSON-WILLIAMS

Wrath of God 2WW

Sorcery

Destroy all creatures.
They can't be regenerated.

Kev Walker

Cancel 1UU

Instant

Counter target spell.

Mark Poole

Afflict 2B

Instant

Target creature gets -1/-1 until end of turn.
Draw a card.

One rarely notices a heartbeat, save when it is stolen.

Roger Raupp

Mogg Fanatic R

Creature — Goblin

Sacrifice Mogg Fanatic: Mogg Fanatic deals 1 damage to target creature or player.

"I got it! I got it! I—"

1/1

Brom

Root Maze G

Enchantment

Artifacts and lands come into play tapped.

Pause for the briefest of moments to consider the whorl of brambles, the tangled twist of bark, and the maze has already won.

Rebecca Guay

Icy Manipulator 4

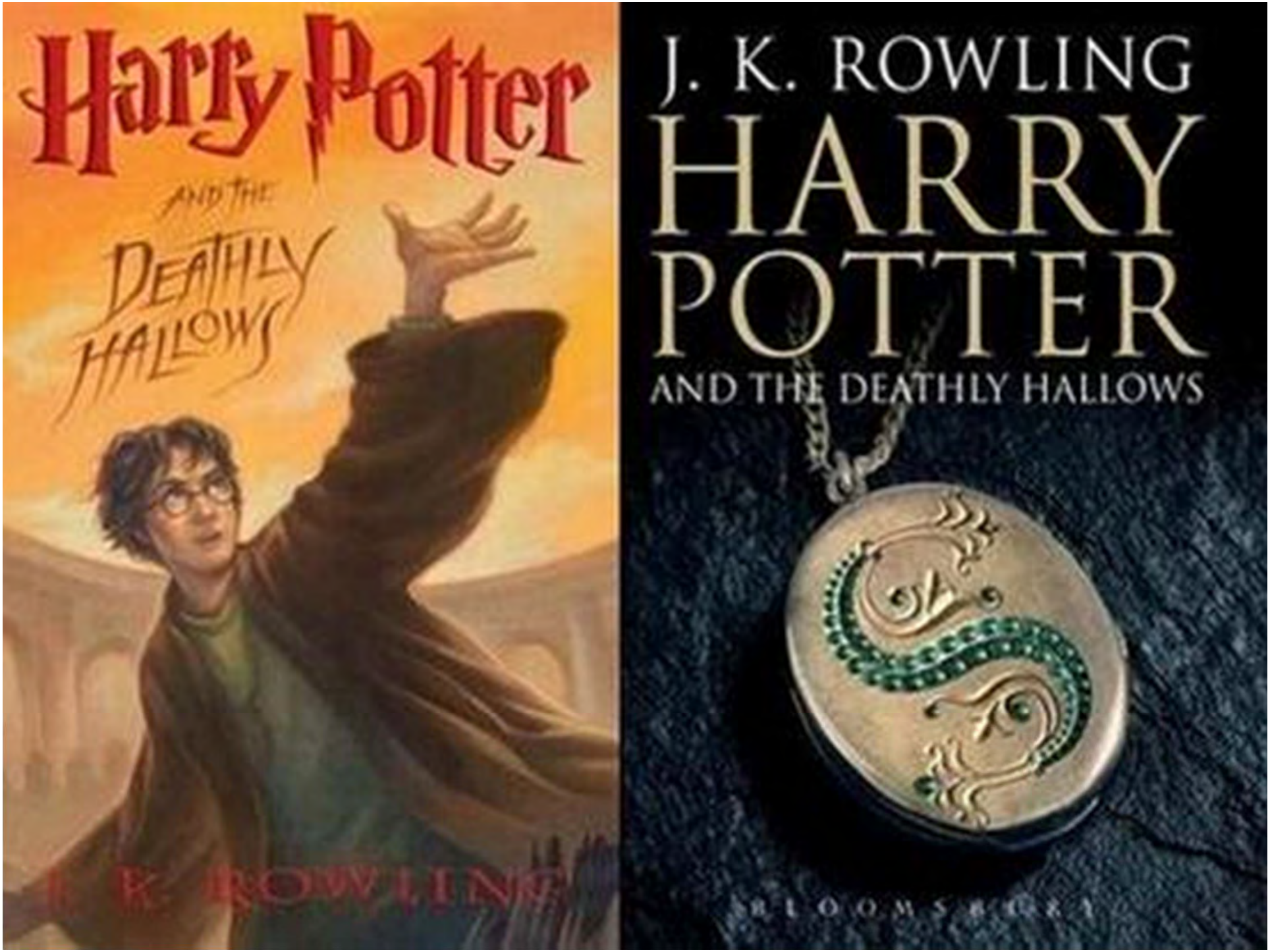
Artifact

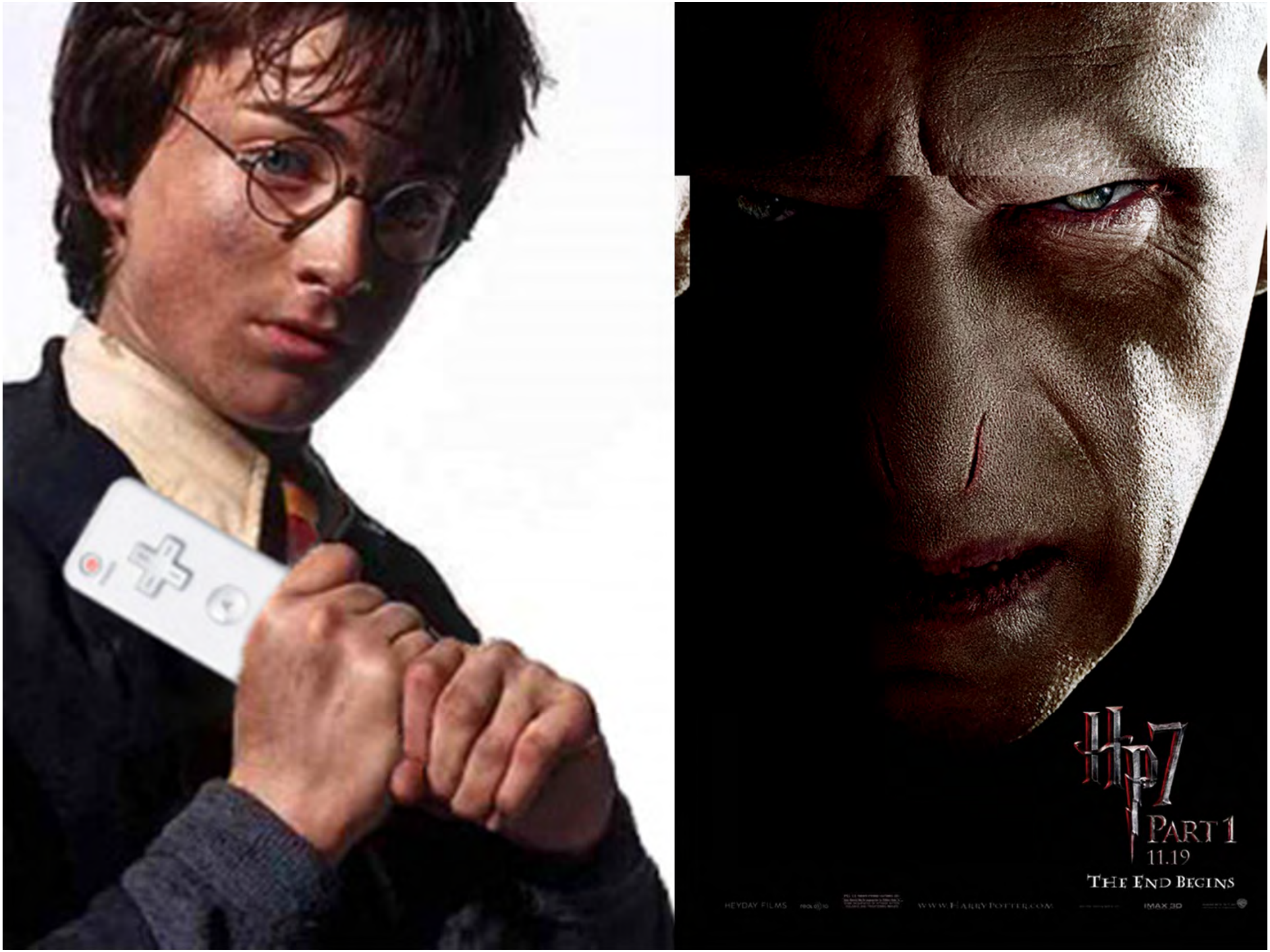
1, T: Tap target artifact, creature, or land.

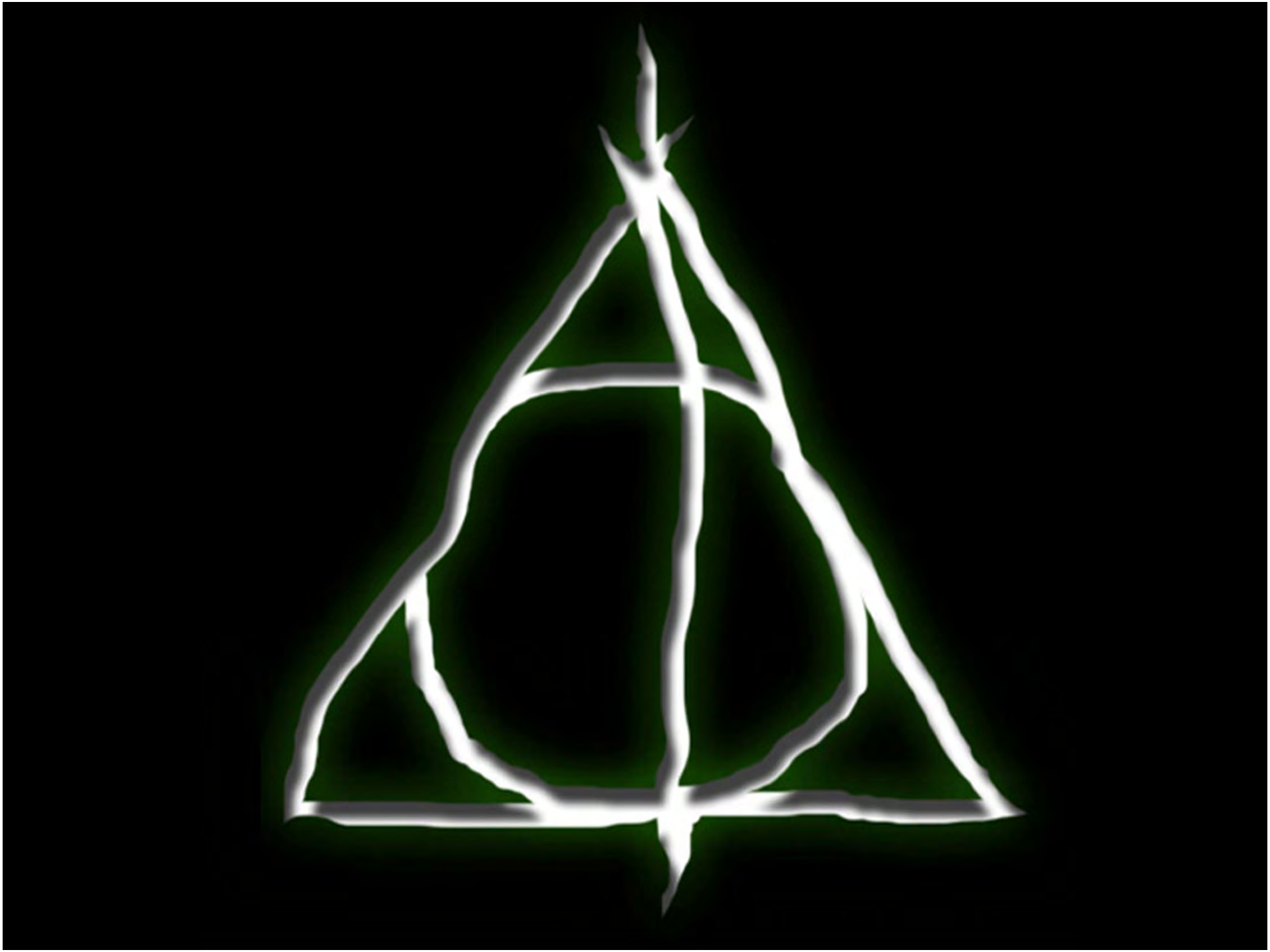
In fire there is the spark of chaos and destruction, the seed of life. In ice there is perfect tranquility, perfect order, and the silence of death.

Matt Cavotta

CHANDRA
JACE
LILIANA
AJANI
GARRUK
PLANESWALKERS


Harry Potter
AND THE
DEATHLY HALLOWS
J. K. ROWLING
J. K. ROWLING
HARRY POTTER
AND THE DEATHLY HALLOWS
BLOOMSBURY


HP7
PART 1
11.19
THE END BEGINS
HEYDAY FILMS
WWW.HARRYPOTTER.COM
IMAX 3D



The Pokédex was created by **Professor** Oak as an invaluable **tool** to a Trainer in the Pokémon world. It gives **information** about all Pokémon in the world that are contained in its **database**, although it differs in how it acquires and presents **information** over the different **media**.

The first-generation Pokédex

Ash's original Pokédex

The second-generation Pokédex

Hoenn's Pokédex

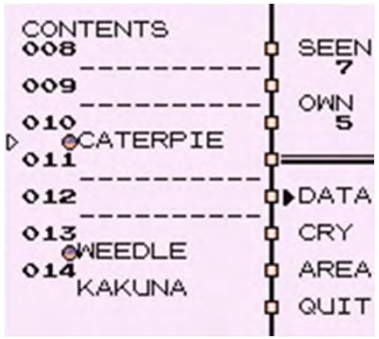
Kanto's Pokédex in Generation III

Sinnoh's Pokédex in Pokémon Diamond and Pearl

Sinnoh's Pokédex in Pokémon Platinum

Ash's Sinnoh Pokédex

INFORMATION
data



Our students and library users use Pokémon in a recreational way.

PLAY

GAME

yet,

Diploma

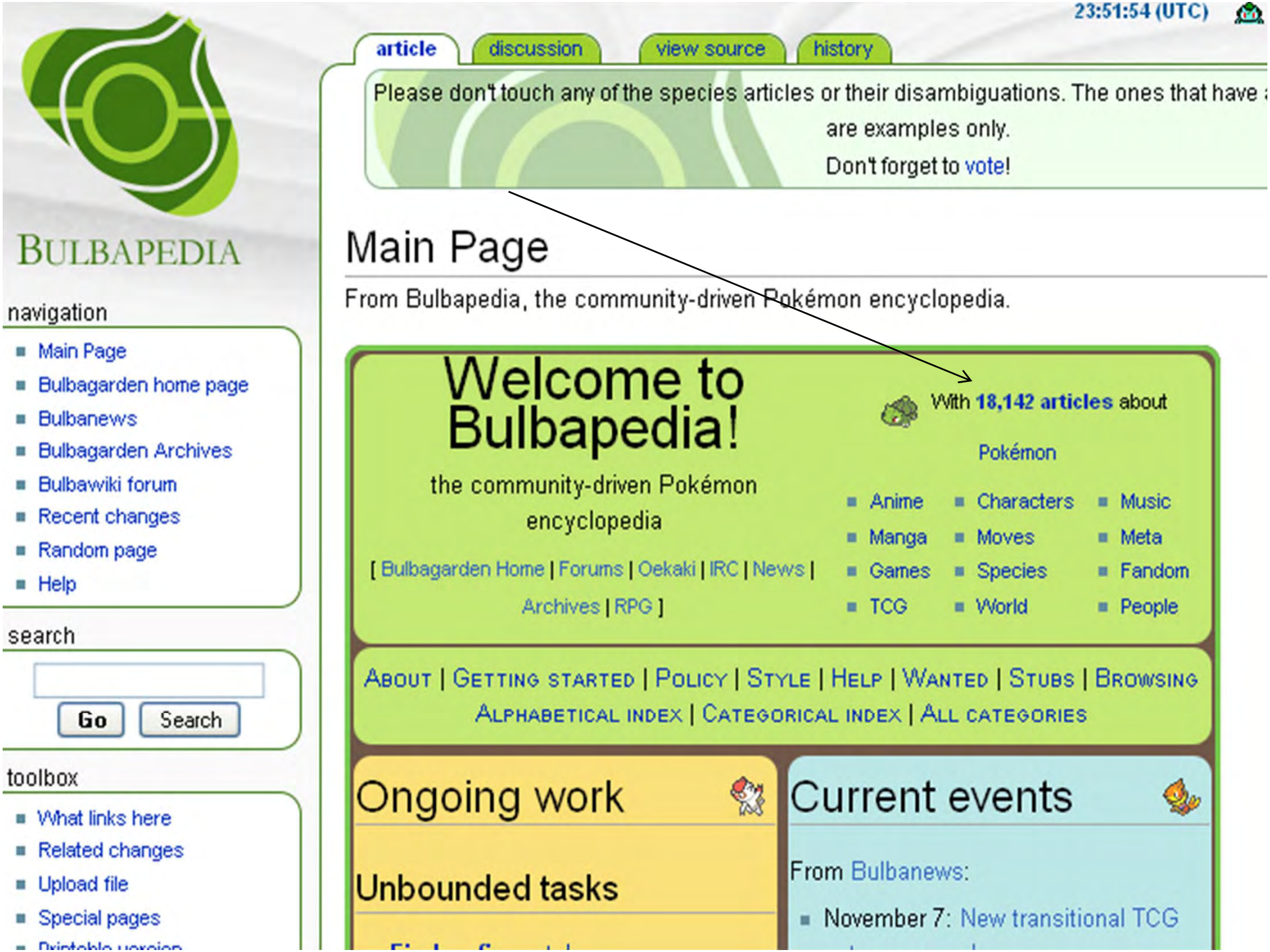
Player RED

Congrats! This diploma certifies that you have completed your POKéDEX.

GAME FREAK

Now is the time to reconsider the value of play.

Our students / library users are CHOOSING to play games in which goals are collecting and working with information.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article
discussion
view source
history
Please don't touch any of the species articles or their disambiguations. The ones that have
are examples only.
Don't forget to vote!
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navigation
Main Page
Bulbagarden home page
Bulbanews
Bulbagarden Archives
Bulbawiki forum
Recent changes
Random page
Help
search
Go
Search
toolbox
What links here
Related changes
Upload file
Special pages
Main Page
From Bulbapedia, the community-driven Pokémon encyclopedia.
Welcome to Bulbapedia!
the community-driven Pokémon encyclopedia
[Bulbagarden Home | Forums | Oekaki | IRC | News | Archives | RPG]
With 18,142 articles about Pokémon
Anime
Characters
Music
Manga
Moves
Meta
Games
Species
Fandom
TCG
World
People
About | Getting started | Policy | Style | Help | Wanted | Stubs | Browsing
Alphabetical index | Categorical index | All categories
Ongoing work
Unbounded tasks
Current events
From Bulbanews:
November 7: New transitional TCG

aisle
1100

WHY are our students playing these highly sophisticated games, which in many cases are more cognitively “difficult” than their coursework?

They aren’t “getting” anything out of it. They aren’t making money or getting grades.

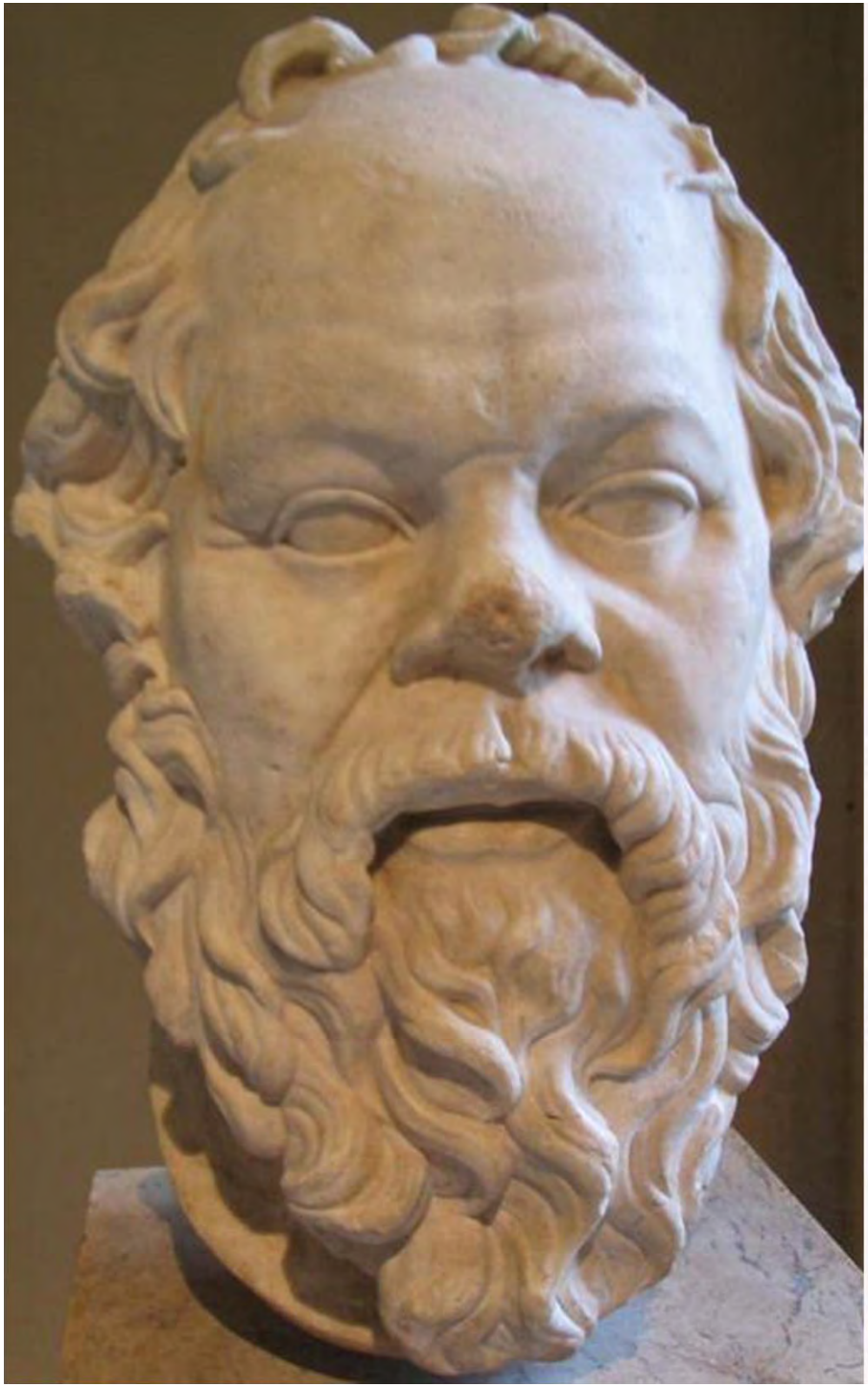
Overcoming a challenge,

and mastering it.

HOMEWORK:

http://www.youtube.com/watch?v=u6XAPnuFjJc

“…as our understanding of both cognitive science and game design continues to advance…game play will find a central place inside schools. I think in 30 years’ time we will marvel that we ever tried to deliver a curriculum without gaming.”



The Printing Press came into use

Gaming will not *replace* the textbook, just as audio and video did not replace the textbook; just as the textbook did not replace the teacher.

Even in a world where Pokémon exist, they still need a “Professor Oak”.

James Paul Gee on student learning communities and the evolving role of the teacher:

http://www.youtube.com/watch?v=_SVhxATeESY

HOMEWORK:

The New York Times Magazine

WORLD | U.S. | N.Y. / REGION | BUSINESS | TECHNOLOGY | SCIENCE | HEALTH | SPORTS | OPINION

Learning by Playing: Video Games in the Classroom

New York Times Magazine Cover Story, September 19, 2010

Video Games Win a Beachhead in the Classroom - NYTimes.com

“The language of gamers is, when you begin to decipher it, the language of strivers.

People who play video games speak enthusiastically about “leveling up” and are always shooting for the epic win. Getting to the end of even a supposedly simple video game can take 15 or more hours of play time, and it almost always involves failure — **lots and lots of failure.”**

“**failure-based learning**,”
failure is brief, surmountable, often exciting and therefore not scary.
A well-built game is a series of short-term feedback loops, delivering **assessment** in small, frequent doses.

..children who persist in playing a game are demonstrating a valuable educational ideal.
They play for five minutes and they lose, they play for 10 minutes and they lose.
They'll go back and do it a hundred times.
They'll fail until they win."

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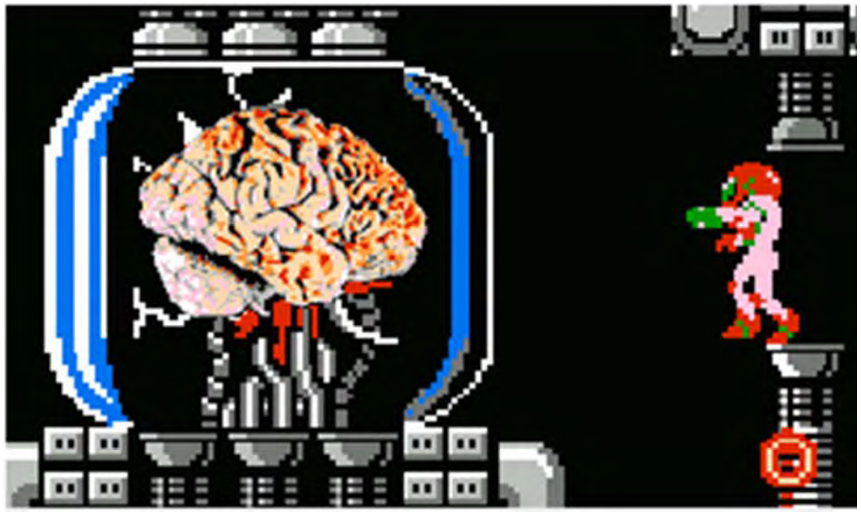
F F F F F F

F F F F F A

Bad at video games? Your brain structure may be at fault

By Matt Ford | Last updated January 24, 2010 2:00 PM

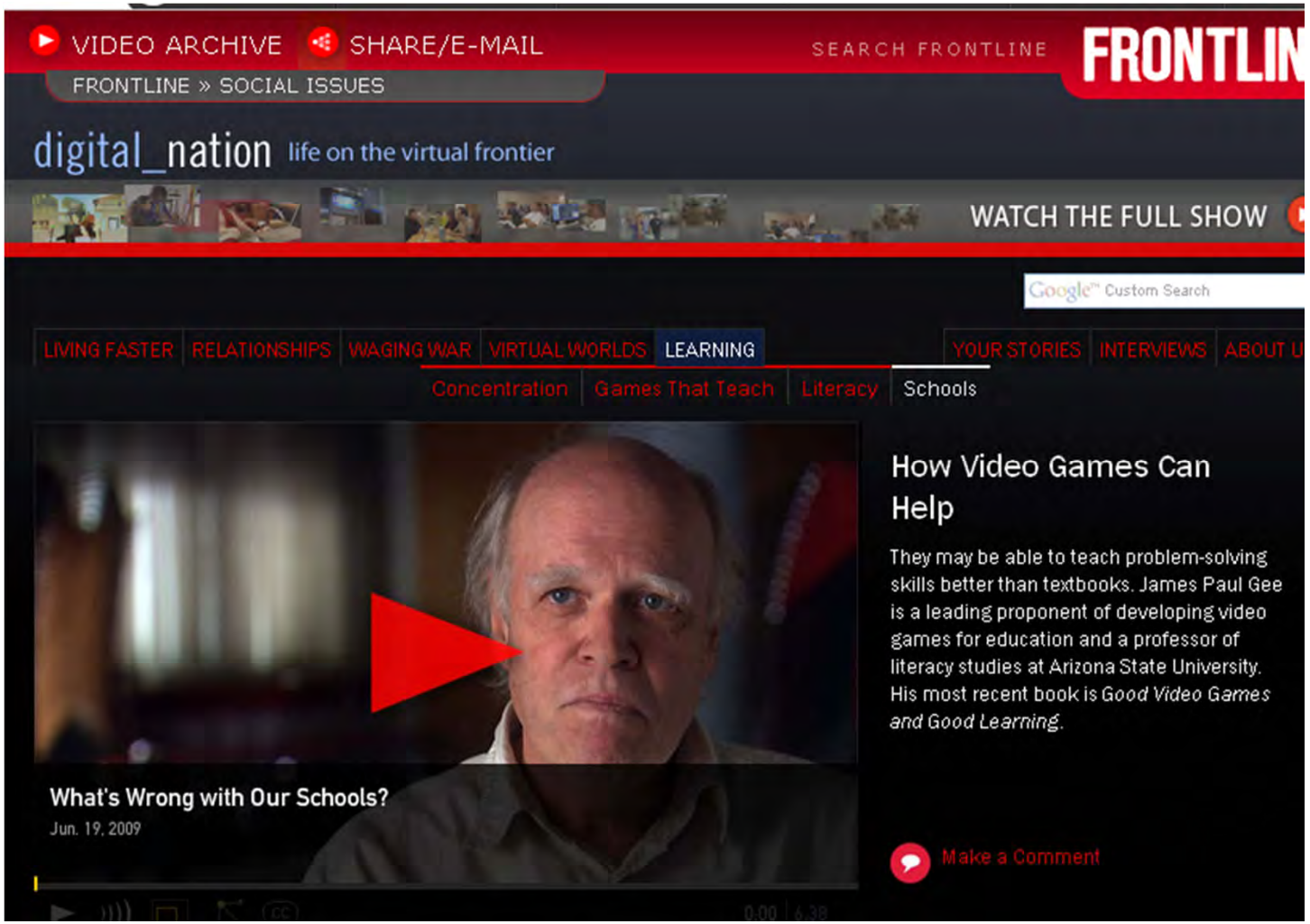


Your brain on video games

I am on the old side of the generation that grew up with video games as a ubiquitous presence in their life. I clearly recall the world's worst Atari port of one of the greatest game of all time—Pac Man—and I even remember playing what is widely considered to be the worst game of all time, the Atari 2600's E.T. (I still clearly recall how hard it was). Today, video games focus less on ~~forcing you to pump more and more quarters into an arcade machine~~ punishing difficulty and more on telling a story and making the experience a bit gentler on the novice gamer.

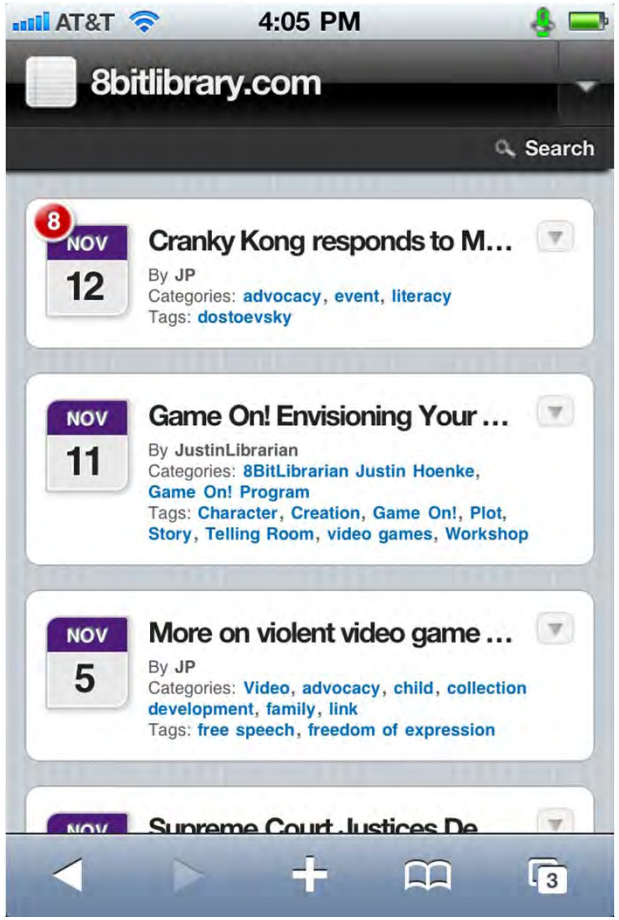
Prior cognitive, psychological, and neurological studies have shown that expert video game players are capable of outperforming novices in measures of attention and perception. They also have demonstrated that, when novices train on video games for 20-plus hours, they experienced no measurable increase in cognitive ability. These two pieces of information would seem to point to an innate difference between expert and novices gamers, instead of suggesting that gaming is a skill that can be learned.

HOMEWORK:



PBS' Frontline: James Paul Gee on How Video Games Can Help

the traditional schooling structure now has “competition”



Librarians have the opportunity to both innovate and connect with students in important, non-traditional ways.

Partnerships between public librarians, school librarians, and teachers can be built on the basis of new and effective learning techniques.

DIGITAL DOMAIN

Computers at Home: Educational Hope vs. Teenage Reality

By RANDALL STROSS
Published: July 10, 2010

RECOMMEND
TWITTER
SIGN IN TO E-MAIL
PRINT
REPRINTS
SHARE

MIDDLE SCHOOL students are champion time-wasters. And the personal computer may be the ultimate time-wasting appliance. Put the two together at home, without hovering supervision, and logic suggests that you won't witness a miraculous educational transformation.

Christophe Vorlet

Still, wherever there is a low-income household unboxing the family's very first personal computer, there is an automatic inclination to think of the machine in its most idealized form, as the Great Equalizer. In developing countries, computers are outfitted with grand educational hopes, like those that animate the One Laptop Per Child initiative, which was examined in this space in April. The same is true of computers that go to poor households in the United States.

> *When devising ways to beat school policing software,* ***students showed an exemplary capacity for self-directed learning.***

That line was buried *all the way in the last paragraph of the article*. The sentence that follows it is:

> *Too bad that capacity didn't expand in academic directions, too.*

Let's channel that demonstrated capacity for self-directed learning.

Employers: Look to gaming to motivate staff

By Liz Tay on Mar 18, 2010 12:13 PM
Filed under Training & Development

Recommend 377 people recommend this. Be the first of your friends. Tweet 3

Gamer rewards could boost employee engagement.

Clearly defined goals and fair, incremental rewards are two game design techniques that could motivate the 'gamer generation' in the workforce, according to a US academic.

Lee Sheldon of the Indiana University believes managers may have to rethink how they engage the next generation entering the mainstream workforce.

"As the gamer generation moves into the mainstream workforce, they are willing

If we *believe* that our students are capable of achievement, than the role of a school librarian, teacher, or public librarian is similar:

MOTIVATOR

"Justin! No! Drop the rope, Justin! It's not worth it!"

"My Pokémons are in there! I ain't ever gonna catch 'em all again!"

LEVELING UP?

Think of other ways that students are assessed, and ask yourself if you could EVER describe the assessment as **motivating**?

The most interesting part of that article is that “leveling up” is essentially an **assessment model**, yet the teachers in the article said it is **exciting** and **motivating** students

HOMEWORK:

Implementation ideas!

The Pokémon Generation: Building lesson plans around a gaming environment creates effective learning.

Gaming in the HS Classroom

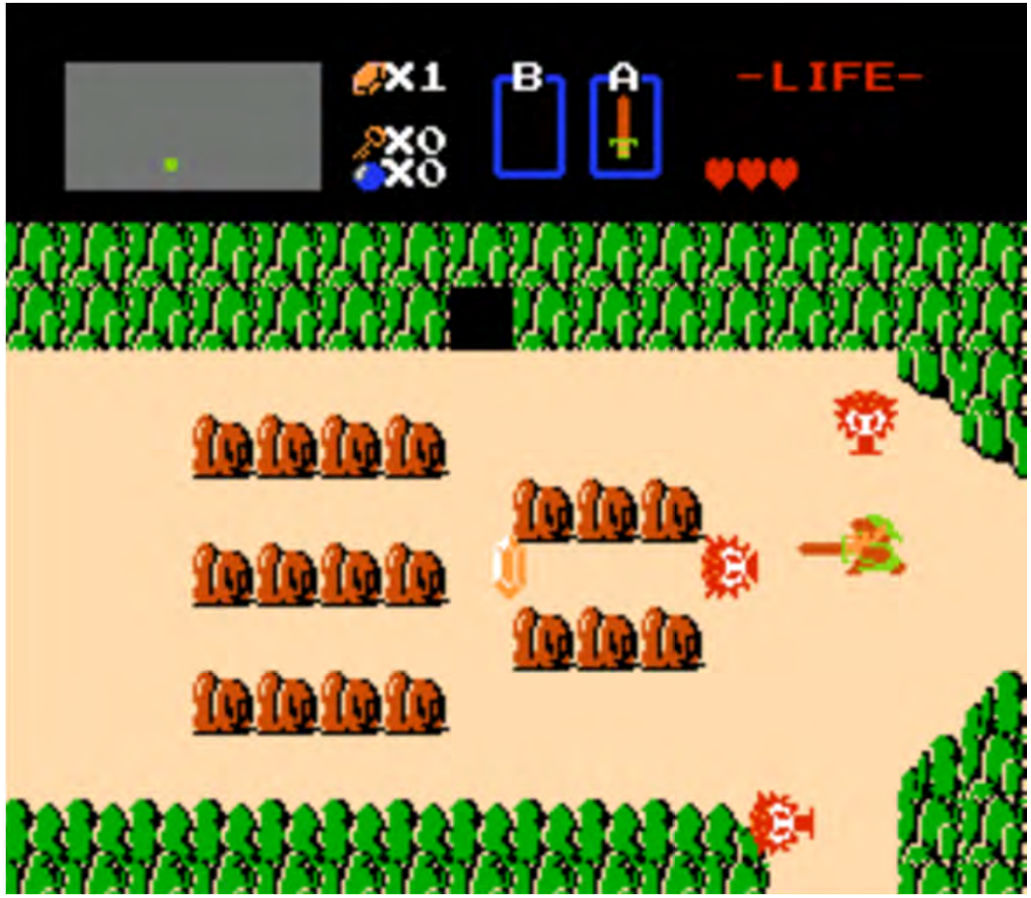
DIGITAL MEDIA AND LEARNING
COMPETITION

Tangential Learning (Video Games and Learning video)
The Power of Tangential Learning (article)

Computer games and realising their learning potential

http://www.gameslearningsociety.org

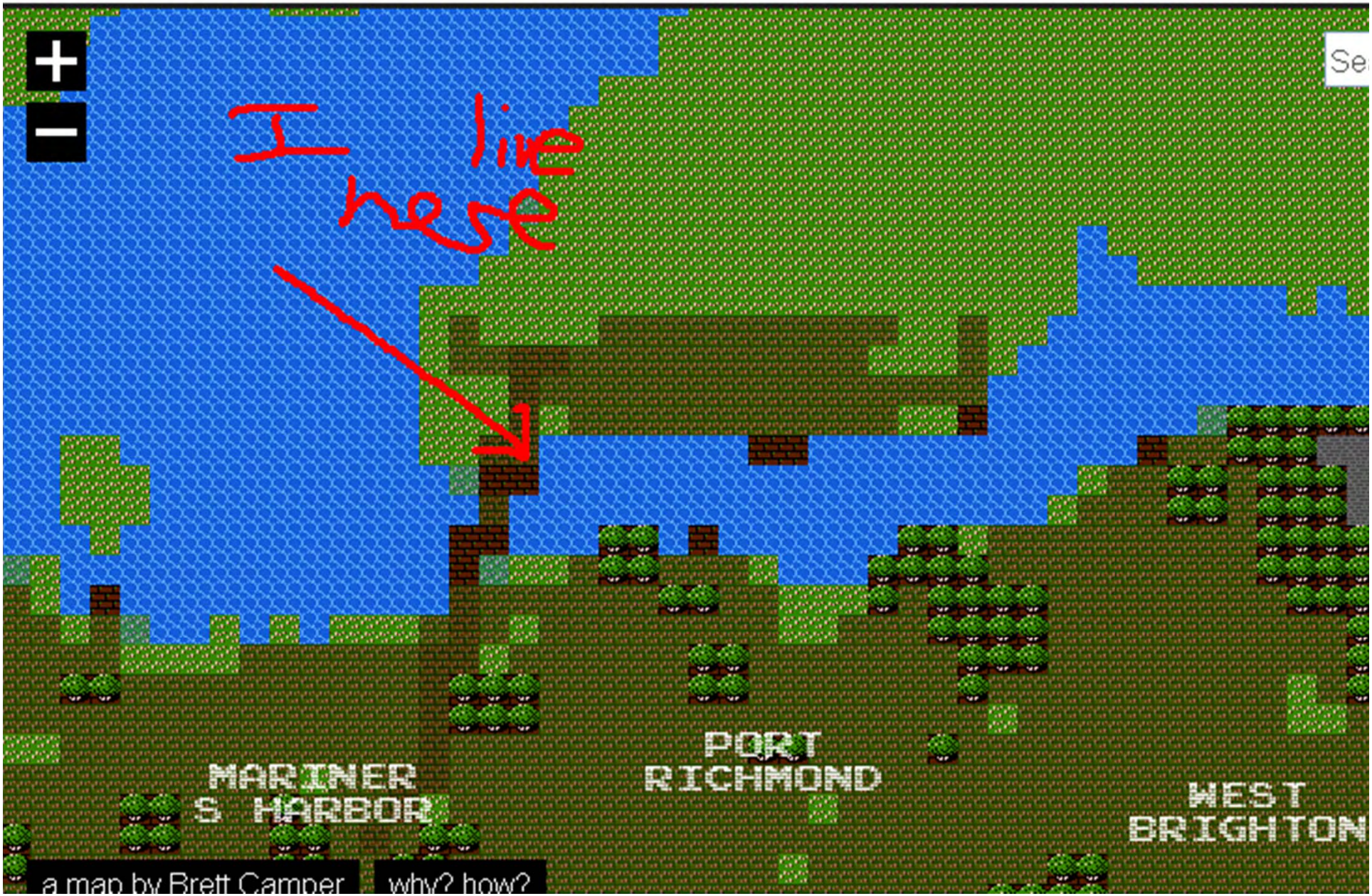
E3 Special Edition: 10 Video-Game Worlds We Wish We Could Live In



8-bit NYC

New York, just like I pixeled it

Want to see **more** 8-bit



PROJECT BASED LEARNING

Project-based learning, or PBL, is the use of in-depth and rigorous classroom projects to facilitate learning and assess student competence. Students use technology and inquiry to respond to a complex issue, problem or challenge. PBL focuses on student-centered inquiry and group learning with the teacher acting as a facilitator.

Pokémath Project*

...is organized around an open-ended “goal”.

Build a set of Math lessons, using Pokemon to help teach it!

The public and / or school librarian’s role in this process is to understand what that goal is, and how library resources can help students succeed.

…applies “need-to-know” knowledge to that “goal”.

What grade level of Math are you teaching? Division? Clock-reading skills? Just knowing that Pokemon is involved will give the motivation necessary to plow through the “boring” stuff.

This is the most traditional aspect of the PBL. Librarian’s role to be sure to support the teacher in very traditional ways.

…the student is the artist.

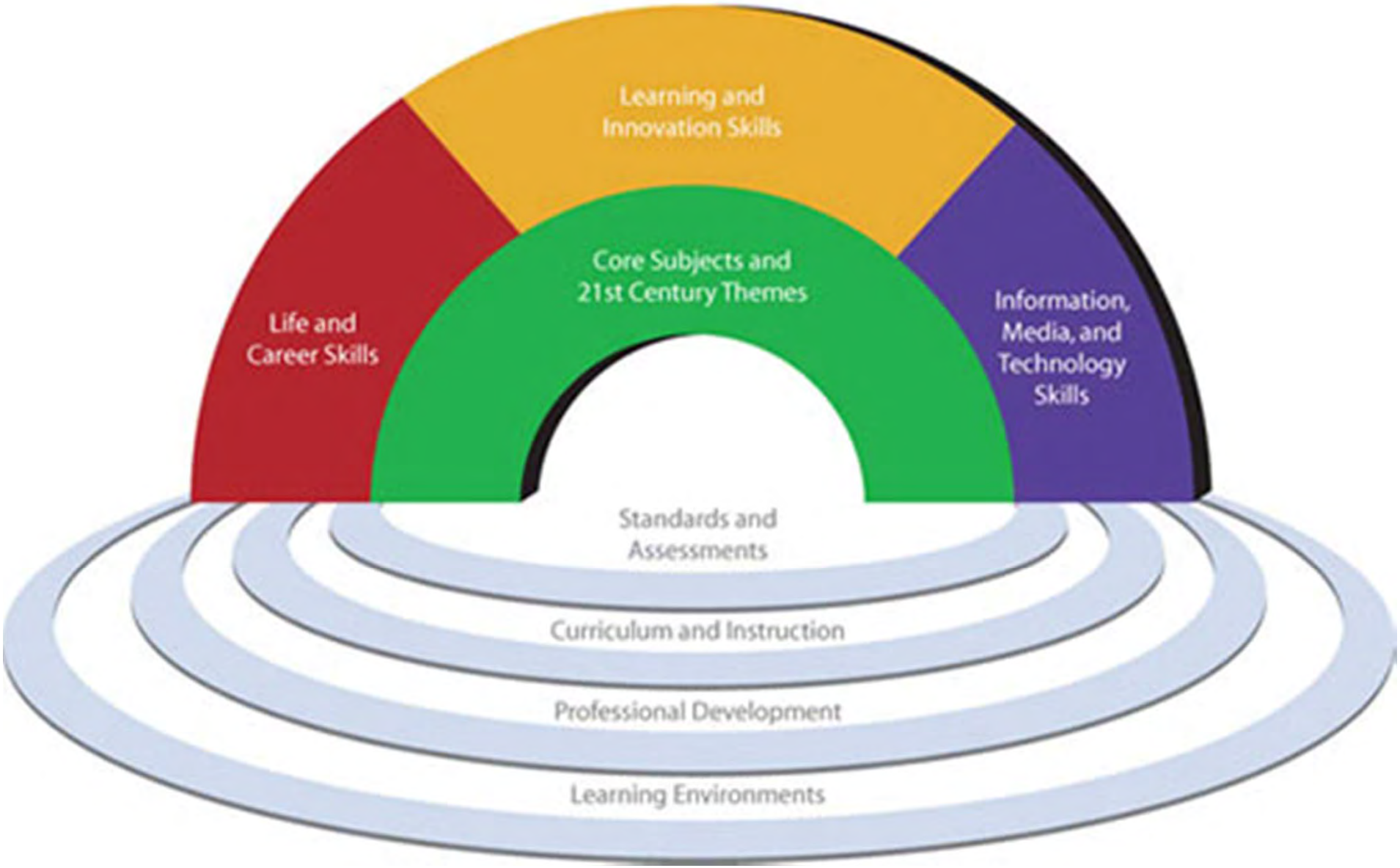
They are crafting the style and direction of the project. *You* are making sure that “need-to-know” stuff is in there.

The librarian’s role is to foster creativity through offering a variety of print and digital resources, as well as offering the library space as the “studio” for the art.

…requires critical thinking, problem solving, collaboration, and student communication/collaboration.

This is the tricky part. You aren't able to "cheat" on a PBL, which makes for some tricky situations at times.

You can Google facts, but you can't Google "learning". The teacher & librarian are constantly facilitating learning.


Learning and
Innovation Skills
Core Subjects and
21st Century Themes
Life and
Career Skills
Information,
Media, and
Technology
Skills
Standards and
Assessments
Curriculum and Instruction
Professional Development
Learning Environments

…allows the student to have a “voice”.

This is another motivating factor that contributes to the effectiveness of a PBL.

…peer-review.

Have the students *constantly* help each other along the way. Texting is ok. Communication is encouraged. They can talk about this on blogs, Facebook, and Twitter is they want. Share notes. *There will be no test*…

The public and / or school librarian's role in this process is to understand what that goal is, and how library resources can help students succeed.

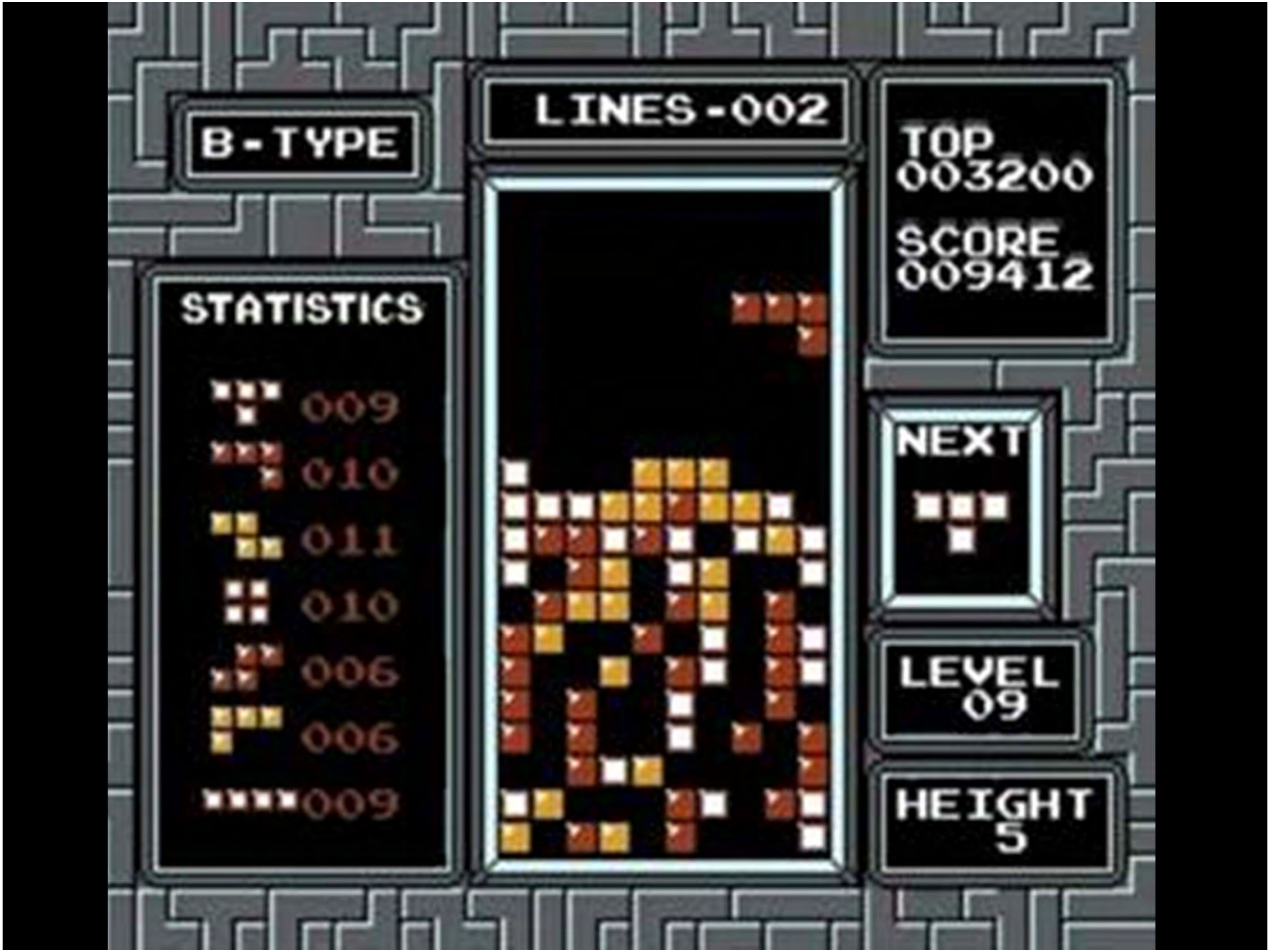
…presented to the class.

The point behind this module is to teach another valuable skill: effective communication.

This is a place where the library “space” is important: it’s a place to present their findings, without the traditional classroom atmosphere.

But what about other grades levels / subjects?

What if I don’t play games?!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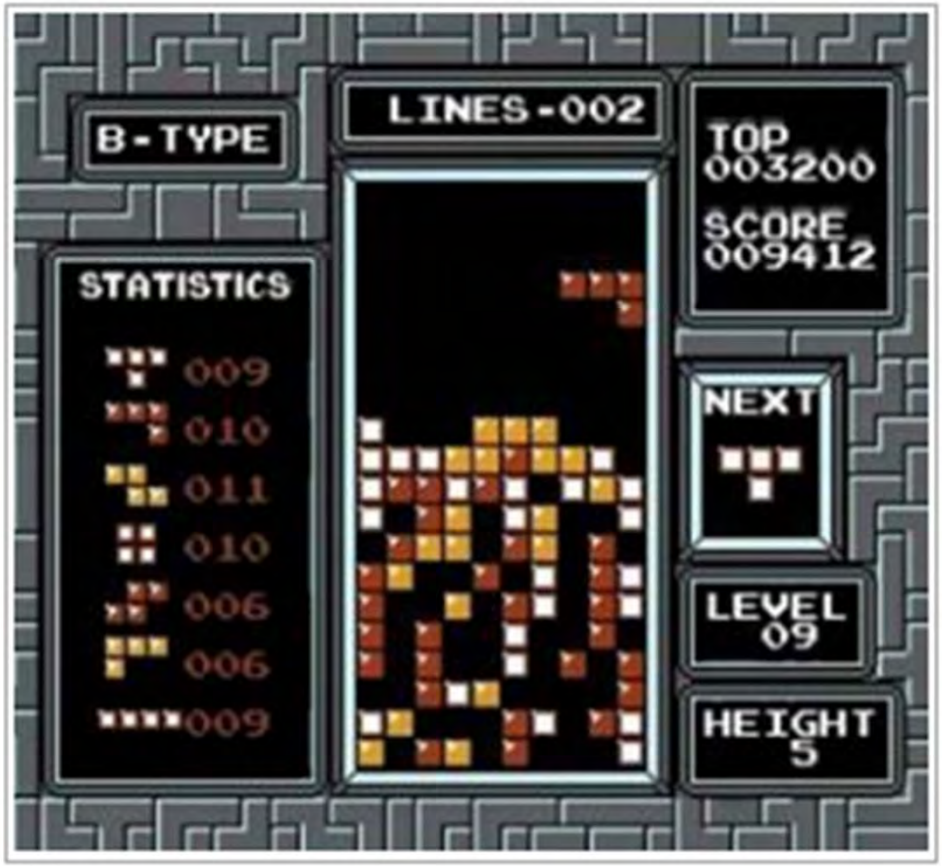
msnbc.com

Games ease trauma — bu

Tetris serves as 'vaccine' against flashbac



Nintendo

The Tetris video game requires players to fit geometric shapes into a puzzle pattern as they fall down the screen.

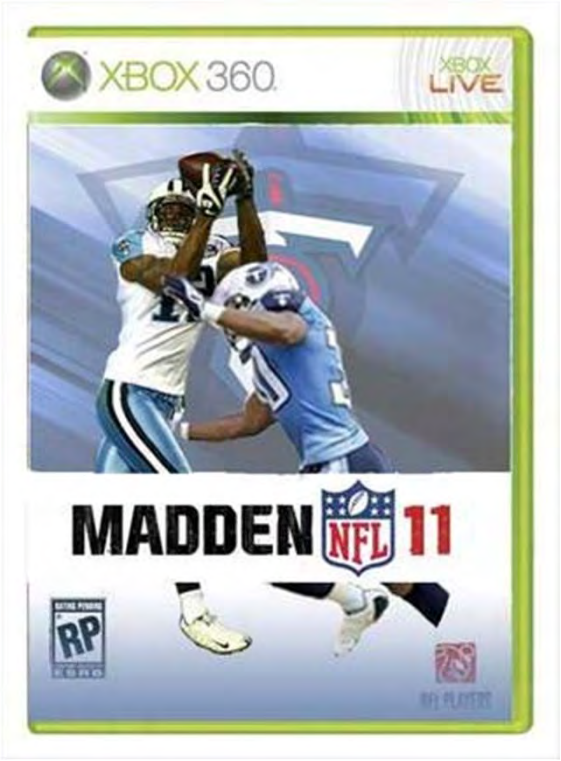
FARMVILLE

Learning Communities!

Our students don't just learn, they produce.

Memorizing facts does not prepare students for future learning.

"Just learning a bunch of facts in school won't do you much good."



Collections and programming:

Video Game Starter Kit: Fostering Community Engagement from $500.

Porcaro, JP (author).
FEATURE. First published November 11, 2010 (Booklist Online).

Questions?

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