

Media  Parents

## Games and Creative Media Work

2-6 years



# Parent Evening Outline

- 1) Getting to Know the World of Games - the Different Genres
- 2) Mastering Challenges, Identifying Risks
- 3) Creative Media Work
- 4) Recommendations

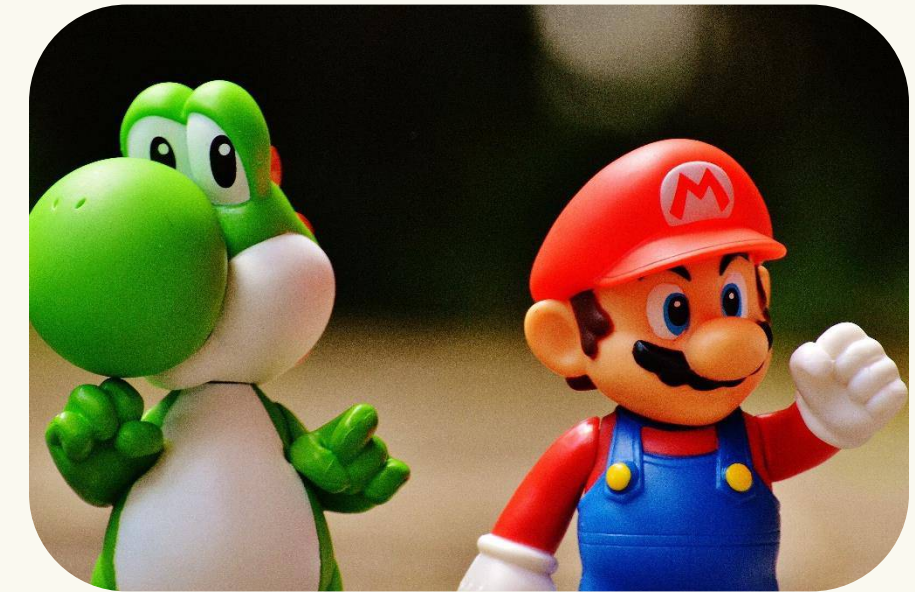
# Getting to Know the World of Games - the Different Genres



**Fascination**



**Genres**



**Platforms**

# Mastering Challenges, Identifying Risks

- For younger children, digital games mean one thing above all: **fun!**
- **Challenges and Risks:** Excessive playing; Violence; Gender and Racial Stereotyping; Advertising
- fixed **rules in the family** help to avoid disputes and not neglect compensatory activities.
- Can digital gaming become addictive? →  
<https://www.youtube.com/embed/IJ71KA00mtc>



# Creative Media Work



**Photo**



**Audio**



**Stop-Motion**



**Video**



**Coding/Making**



**Outdoor**

# Recommendations

- I. Gaming Rules**
- II. Provide Balance**
- III. Creative Media Work / Digital-Analog-Activities**
- IV. Game and App Recommendations**



# Sources

- I. MediaParents <https://mediaparents.eu/>
- II. Mediasmarts.ca <https://mediasmarts.ca/digital-media-literacy/general-information/video-games>
- III. starloopstudios.com <https://starloopstudios.com/what-are-the-best-platforms-for-video-games/>
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# Thank You



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