

Media  Parents

Games and Creative Media Work

2-6 years



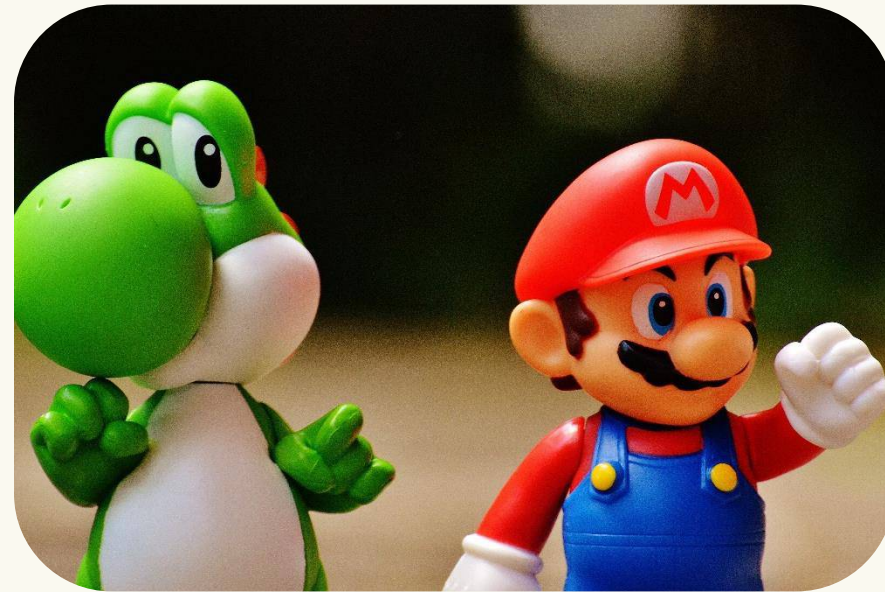
Parent Evening Outline

- 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/IJ71KAO0mtc>



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/>
- IV. WHO: <https://www.youtube.com/embed/IJ71KAO0mtc>
- V. Kita-project.eu https://kita-project.eu/wp-content/uploads/Kita_Interactive_Manual_en.pdf
- VI. HABA Education <https://catalog.wehrfritz.com/haba-education/haba-education-media-literacy-19-en.pdf>
- VII. commonsensemedia.org <https://www.common sense media.org/lists/apps-that-inspire-kids-to-play-outside>

Thank



You



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