

# Games and Creative Media Work (13-18)

## Important Facts

Young people spend a lot of time playing digital games, whether on smartphones, PCs or consoles. Which is not a bad thing per se. Digital games have many **positive effects** on young people. In **Let's Plays**, you can watch other people play digital games and comment on them while they are playing.

**Challenges and Risks:** Excessive playing; Violence; Gender and Racial Stereotyping; Advertising

The probability of developing a so-called "**Gaming Disorder**" is very low. As long as children pursue their hobbies, meet friends and go to bed at a reasonable time, there is no reason to worry.

**Examples of Creative Media Work:** Photo, Audio, Video, Stop-Motion, Coding/Making, Outdoor

### Recommended Sources

- MediaParents.eu
- Mediasmarts.ca <https://mediasmarts.ca/digital-media-literacy/general-information/video-games>
- WHO: <https://www.youtube.com/embed/IJ71KAO0mtc>
- Lets Plays explained: <https://www.youtube.com/embed/SalpZi-FMjc>
- Media Arts Education: <https://www.medialit.org/sites/default/files/announcements/Media%20Arts%20Education%20Intro.pdf>
- HABA Education <https://catalog.wehrfritz.com/haba-education/haba-education-media-literacy-19-en.pdf>
- commonsensemedia.org <https://www.commonsensemedia.org/lists/apps-that-inspire-kids-to-play-outside>

## Important Terms

- **Game Genres** = refer to a specific category of digital games. They differ in game mechanisms and in the type of interaction.
- **Gaming Platforms** = computer systems designed for a computer game.
- **Gaming Disorder** = is defined as a pattern of gaming behavior characterized by a.o. impaired control over gaming and increasing priority given to gaming over other activities. For a diagnosis to be made, the pattern of behaviour must be so severe that it leads to a significant impact on important areas of life (at least over 12 months).

## Recommendations for Parents

- Show interest and stay in touch
- Gaming Rules
- Provide Balance
- Watch *Let's Plays*
- Creative Media Work / Digital-Analog-Activities

## Get in Touch



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