



Games and Creative Media Work

13-18 years







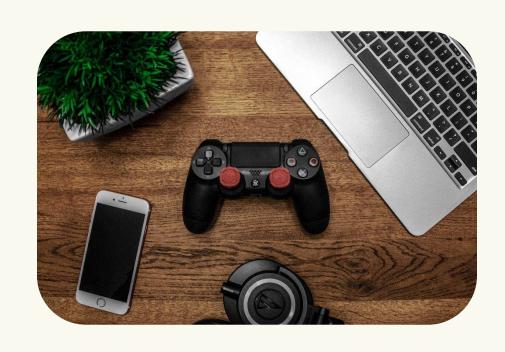


Parent Evening Outline

- 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

Platforms

Genres



Mastering Challenges, Identifying Risks

- Digital games have many **positive effects** on young people.
- Challenges and Risks: Excessive playing; Violence; Gender and Racial Stereotyping; Advertising
- fixed rules in the family help to avoid disputes and not to neglect compensatory activities.
- In Let's Plays, you can watch other people play digital games and comment on them while they are playing.
- Can digital gaming become addictive?
 https://www.youtube.com/embed/lJ71KAO0mtc





Creative Media Work



Photo



Video



Audio



Coding/Making



Stop-Motion



Outdoor



Recommendations

- I. Gaming Rules
- II. Provide Balance
- III. Watch Let's Plays
- IV. Creative Media Work / Digital-Analog-Activities
- V. Game and App Recommendations



Sources

- I. MediaParents https://mediaparents.eu/
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- IV. WHO: https://www.youtube.com/embed/lJ71KAO0mtc
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- VI. Media Arts Education:
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- VII. HABA Education https://catalog.wehrfritz.com/haba-education/haba-education-media-literacy-19-en.pdf
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Thank 4



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