

THE VIOLENCE OF INFORMATION



Training e-games in youth work

Contact-making Seminar

Date and venue: 27th April – 2nd May 2010, Puntas de Calnegre, Spain

e-Games usage in youth work

- During tutor guided workshops in the frame of youth exchanges;
- During Centers/Organizations training courses (trainer-guided);
- For the purposes of informal assessment and self-awareness of youngsters' knowledge (monitoring);
- For team building and simulation activities (during games development);

Who can use the E--games?

- **Youth tutors/trainers** participating in youth exchanges;
- **Youth workers** organizing small youth seminars on certain topics of youth work;
- **Team leaders/youth workers** to simulate group work via development process;
- E-learning **designers** (as models)

What knowledge and resources tutors need?

- Basic computer skills and internet literacy;
- Knowledge about the certain topics of youth work;
- Some guidance materials (manual, theoretical materials);
- Computer hall with Internet connection;

Games usage in youth work

- The role of games is to reinforce the understanding of presented material, to invoke discussions or to add variety in training.
- Games reinforce learning by means of their ability to offer immediate feedback to learners.
- Quite often, games are used to break up a training session, to initiate a learning event, or to conclude a learning event.
- Games usage in youth work is mainly carried out because they help instructors maintain participant interest or make the training more enjoyable;

When to use E-games?

E-games can be used **before** applying the traditional training methods (e.g. lecture, presentation) in order to:

- create friendly atmosphere;
- make participants get to know each other in a more informal way.

When to use games?

E-games can be used **during** the traditional training activity in order to:

- provide instruction in specific knowledge and skills acquirement;
- measure criterion performance;
- aid in formative and summary evaluations;

When to use games?

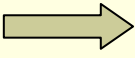
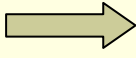
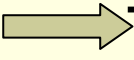
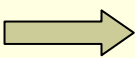
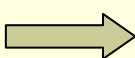
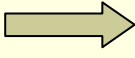
E-games can be used **after** traditional instruction to:

- assess the level of acquired knowledge;
- check whether the information has been;
- conveyed properly and young people have understood it;
- provoke creativity and inspiration

10 ways of games usage for educational purposes

1. To reinforce teaching of basic facts and principles;
2. To demonstrate applications of theory;
3. To develop higher cognitive skills of all types;
4. To support and supplement laboratory and studio work;
5. To develop library and research skills;
6. To act as an 'icebreaker';
7. To develop communication skills;
8. To develop interpersonal skills;
9. To develop multifaceted work related skills;
10. To achieve affective objectives of all types;

Games added value

- Games have rules.  That gives us structure.
- Games have goals.  That gives us motivation.
- Games are interactive.  That gives us doing.
- Games have win states.  That gives us ego gratification.
- Games have problem solving.  That sparks our creativity.
- Games have outcomes and feedback.  That gives us learning.

non-entertainment (serious) games

- Non-entertainment/ serious games are associated with 'games for purposes other than entertainment'.
- Serious games usually refer to games used for training, advertising, simulation, or education.
- They are thought to have positive impacts on the players' development of a number of different skills.
- In order to understand fully the concept, one must be aware of some other domains, such as e-learning, edutainment, game-based learning, and digital game-based learning.

Advantages and characteristics of serious e-Games

- When comparing serious games with just computer games, serious games have more than just story, art, and software: the addition of pedagogy is what makes them serious.
- Serious games are defined as games that engage the user, and contribute to the achievement of a defined purpose other than pure entertainment.

Advantages and characteristics of serious e-Games

- Games can support the development of a number of different skills:
 - Analytical and spatial skills
 - Strategic skills and insight
 - Learning and recollection capabilities
 - Psychomotor skills
 - Visual selective attention

Any questions

