



Media  Parents

Games and Creative Media Work

7-12 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 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 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/IJ71KAO0mtc>



Creative Media Work



Photo



Audio



Stop-Motion



Video



Coding/Making



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

Thank



You



Media  Parents



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