BOBCATSSS 2010 @ Parma, Italy

Dates: *Monday 25th, Tuesday 26th, Wednesday 27th January, 2010*

Bridging the digital divide:
libraries providing access for all?

Gaming in Media Literacy

Our class is divided into two groups. One group will give a workshop about the trends in gaming and another will give a poster presentation about games for media and information literacy. In this paper you will find a list of the content of the workshop and the activities in the workshop. The workshop about gaming has an input of learning games, the main goal is to show that games are very interesting for learning purposes.

Content of the workshop:

- Classification of gaming
- The 'why'-part of gaming
- Trends and developments of mobile and social network games
- Show examples of interesting educational games

Classifications of games
There are a lot of different games with different purposes, during the workshop evaluation tips will be demonstrated as much as how benefits can vary from game to game. For example serious gaming, edutainment games, advergaming, etcetera.

Trends and developments in gaming
It's very interesting and helpful to know which trends are developing in the gaming world. Virtual worlds are turning into a learning environment instead of a social platform. Augmented Reality gives a whole new dimension to gaming, instead of using a screen, you just use the world around you.

Examples of interesting educational games
Visual content is the most important content of our workshop, showing games could really convince the participants of the workshop to use games. The games will be relevant in several working spaces and will really give a new dimension to gaming. A distinction between age groups, business fields, schooling, difficulty and library games is necessary.

The other group of our class will give a poster presentation, this will be linked to the workshop and is an addition to the information above. More examples will be shown and people are free to ask questions.

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