HU Core Competency – Information Literacy

During this project session, I was able to learn a bit more about and apply a bit of information literacy. For example, I had looked up things on what to do when creating this purposeful game and how to address what I wish to address as well. I made sure as well to look at things on what not to do as well since it is both important to know how to both do what is necessary and know what I shouldn’t do as well. The implications for me of doing this is to make sure I do not fail in what I wish to achieve and also view examples of how to fail to avoid making those same faults. I have gained a bit of knowledge about how to showcase and drive a point across to the audience I am presenting to. I have also learned more ways to give games a certain purpose other than the usual purpose of being a form of entertainment. I am hoping others learn from this as well and use this to look differently at some games that tend to have more implied by the content involved in the material itself. To keep learning in this area and develop my skills as well, I am going to continue to try and add in more content in which are not usually found within games itself but more so in common knowledge materials that are seen today or can be used in the distant future. This way, there will be a method of learning through entertainment or sending an important message through the material as well.