**COMM 105G READING WORKSHEET**

**Author, publication date, title**: “The Serious Side: Making Games for Learning.” Yasmin B. Kafai and Quinn Burke, 2016. Connected Gaming: What Making Video Games Can Teach Us about Learning and Literacy, pp. 19-38.

**What is this reading’s topic? Where and when was the research done?**

This reading’s topic is about computer/video games and learning. It talks about children making their own games and about how they had to incorporate fun into the video or computer game that they created. The research was done around 2016 in Massachusetts.

**What is the author(s)’s argument? Try to find it in the reading—noting the page number—and then restate it in your own words**:

The author’s argument is that people that try to create games that are both fun and educational cannot fully accomplish this task without having played some games themselves. You cannot make a game in which you have never played because you cannot possibly know what the player wants from the game. The game you make will not be successful if you cannot put yourself in their shoes.

**Which methods did the author(s) use to collect data?**

The author used data collected by other researchers as well as taking a look at games that are supposed to be educational and fun.

**What pieces of evidence help support the argument? Note page numbers:**

“For successful gameplay, there can be no playing without making. The boundaries we have drawn between game playing and game making are typically artificial as well as largely academic simply because different research communities study different topics” (Pg. 37)

**What did this reading make you think about? Is there anything that you are still confused about/would like to know more about?**

When I was little, I used to play a math computer game that I thought was fun. I never questioned if I was actually learning something because of the fact that I was having fun. When I was young, I thoroughly enjoyed math and had a lot of fun playing the math computer game because it made learning math fun for me. Learning games now seem like they’re more about the fun aspect than the learning aspect to me, and I feel like there is a very fine line between being educational and being fun. You have to have the right balance for both in order to have a successful educational game.