How can Serious Gaming considered to be an educative means
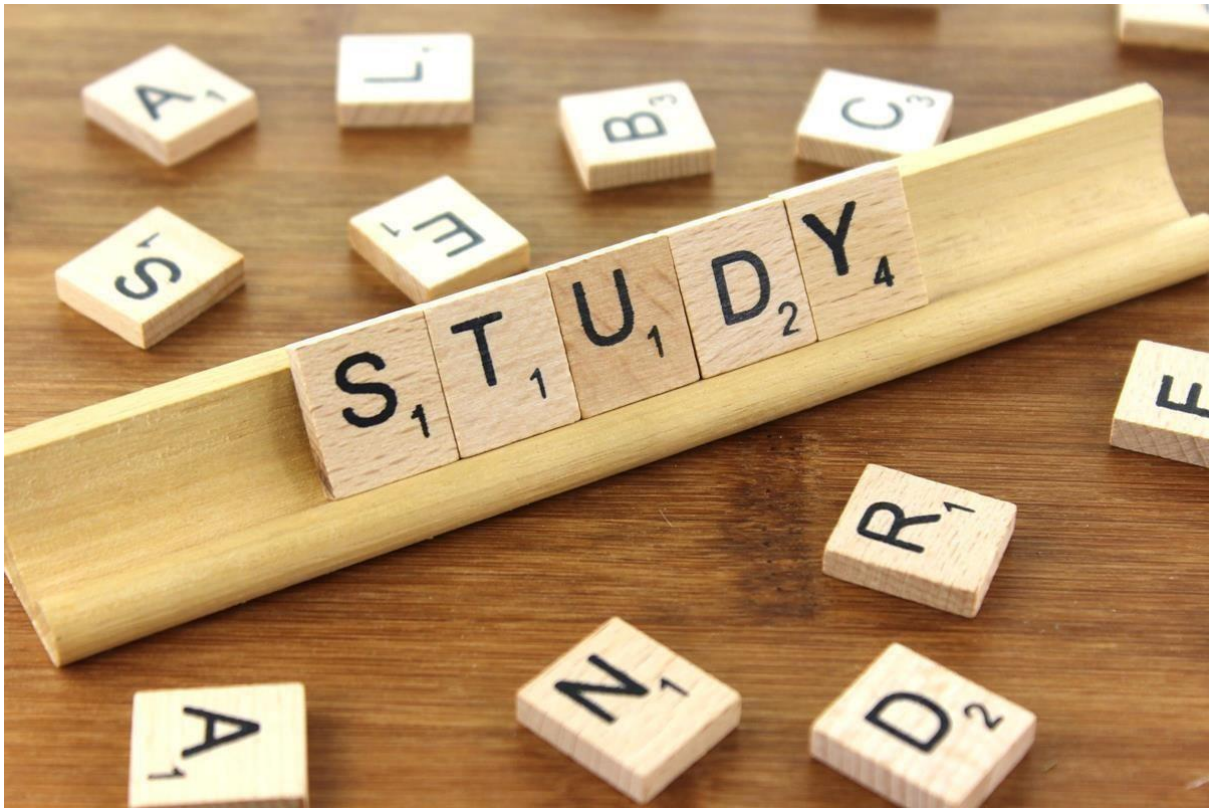

ESSAY

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Background information

Serious gaming, also known as educational gaming, has been gaining attention as a potential tool for educating teens about the dangers of the internet. As the internet becomes increasingly integrated into our daily lives, it is crucial that young people are equipped with the knowledge and skills to navigate it safely. Serious games are designed to teach players about specific topics or skills and can be used to educate teens about internet safety in an engaging and interactive way.

The article "Green Paper Digital Literacy" (April 2015) by the Department of eLearning states that according to the specific contexts the definitions of digital literacy are different. For some it might mean the basic ability to use a computer confidently, safely, and effectively. For others it has the meaning of being able to create understand and communicate knowledge in the digital world. As for the target group of this research, a definition given by Fabio Nascimbeni and Steven Vosloo (August 2019) is the most accurate: Digital literacy is the ability to access, manage, understand, communicate, evaluate and create information safely and appropriately through digital technologies.

Research question

Main research question

How can Serious Gaming considered to be an educative means for teens ranging from 10 till 12 in order to inform them about the dangers of the internet.

2. Theoretical Framework

Serious games are designed to be both entertaining and educational. They are not only used to teach specific skills or knowledge, but also to change attitudes and behaviors. Serious games have been used to address a wide range of issues, including health, safety, and environmental concerns. In the context of internet safety, serious games can be used to educate teens about the potential risks and dangers associated with using the internet.

2.1 How does serious gaming be educative for kids in a beneficial way.

One of the positive impacts of using serious gaming to educate teens about internet safety is that it can help to increase their awareness of the potential risks and dangers

associated with using the internet. For example, a game designed to educate teens about online predators could help them to recognize the warning signs of an unsafe online interaction and take steps to protect themselves. This is supported by research on the effectiveness of serious games in education, which suggests that games can be an effective tool for increasing knowledge and awareness of a topic (Koehler & Games, 2012).

Another positive impact is that serious gaming can be more engaging and interactive than traditional forms of education, such as lectures or readings. Teens may be more likely to pay attention and retain the information they learn through a game as they are actively participating in the learning process. This is supported by research on the use of serious games in edutainment, which suggests that games can be a more engaging and effective form of education than traditional methods (Baer & Hu, 2008).

2.2 What could some of the negative byproducts caused by that impact?

However, there are also some negative impacts to consider. One potential issue is that serious games may not be appropriate for all teens. For example, some teens may find the games too simplistic or boring, while others may find them too challenging or overwhelming. Additionally, it's important to ensure that the serious games used to educate teens about internet safety are age-appropriate and accurately reflect the risks and dangers of the internet. This is crucial, as using games that are not age appropriate or that do not accurately reflect the risks and dangers of the internet could result in teens being misinformed or not properly prepared for the realities of the internet.

Another potential negative impact is that serious gaming may not be as effective as other forms of education in teaching teens about internet safety. For example, a face to-face conversation or workshop with a trusted adult may be more effective in helping teens understand the risks and dangers of the internet. Additionally, it's important to note that serious games should be used as a complement to other forms of education, rather than a replacement.

2.3 Ways to improve serious gaming as a good educative means.

Despite these limitations, serious gaming can be a valuable tool for educating teens about internet safety. However, it is important to consider both the positive and negative impacts of using this method and to ensure that the games used are age appropriate and accurate. It is also important to note that serious gaming should be used in conjunction with other forms of education, such as workshops or face-to-face conversations with trusted adults, to provide a well-rounded understanding of internet safety.

For example, a game that teaches teens about the dangers of cyberbullying could be used in conjunction with a workshop or conversation led by a school counselor or other trusted adult. The game could help to increase teens' awareness of the issue, while the workshop or conversation could provide more in-depth information and guidance on how to handle and prevent cyberbullying.

Another approach would be to use serious gaming to introduce a topic and then follow up with more traditional forms of education. For example, a game that teaches teens about the dangers of sharing personal information online could be used to start a conversation about internet privacy and security in a classroom setting. This would allow teens to explore the topic in a more interactive and engaging way, while also providing

Serious gaming can be an effective educational method for kids when properly implemented. Incorporating educational elements such as problem-solving, critical thinking, and teamwork can improve learning outcomes. Setting limits on screen time, encouraging social interaction and parental involvement can also enhance the educational value of serious gaming for kids. It is important to choose age-appropriate games and teach children about online safety and privacy .

conclusion

In conclusion, serious gaming can be an effective tool for educating teens about internet safety if used correctly. However, it is important to consider both the positive and negative impacts of using this method and to ensure that the games used are age appropriate and accurate. The process starts in school, this is written in another article by Cassie Hague and Sarah Payton (8 April 2011). According to them there are new ways to engage with the students in schools. Adapting to the changing nature of the digital world we live in. They believe that just like writing is included in all subjects, the digital world should be too. "It is also important to remove the mystique that surrounds technology use so that teachers can feel more comfortable incorporating it into their subject teaching" - Digital literacy across the curriculum by Cassie Hague and Sarah Payton. It is also important to note that serious gaming should be used in conjunction with other forms of education, such as workshops or face-to-face conversations with trusted adults, to provide a well-rounded understanding of internet safety.

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Target Audience

- 10 to 12 years old
- Teachers that will teach the customers.
- Parents   age appropriate
- Development team developing the game.

For the teacher that will teach the customer

- The game should not be violent.
- The game should be able to teach the kids educational stuff when they play the game.
- The game should have a nice and soft interface.
- The game should have appropriate language no cursing.

HZ Teachers: Experienced programmers with diverse knowledge behind the scenes, they will be checking the project's front-end and back-end.

Parents age appropriated.

 Parents: The primary targets guardian and authority figure, concerned with the legitimacy of the final product, the effects of that product on their children, and what their children will be consuming.

Appendix 2: CARS CHECLIST

The C.A.R.S. Checklist for Evaluating Internet Sources

You should evaluate every web site you use for research or for personal information. The **CARS** checklist for evaluating internet sources is listed below. Ask yourself the following questions about each site and try to use only those that have the best evidence of credibility, accuracy, reasonableness, and support.

Website Evaluation Checklist		
Title of the website: All websites, used for that research, were evaluated		
URL: .gov, .org, .edu, .org, .com		
Credibility: A source that is created by a person or group who knows the subject and who cares about how it is presented. • Is the creator/author name listed? • Does the creator list information telling you that they are experts in that information? • Does the website have an .edu, .org, or .gov ending in its URL?	Yes ✓ _____ ✓ _____ ✓ _____	No _____ _____ _____
Accuracy: A source with information that is current, complete, and correct. • Based on the reading you have already done on the subject does the information on the site seem accurate? • Is the website free of spelling errors, grammatical errors, dead links, or other problems?	 ✓ _____ ✓ _____	 _____ _____
Reasonableness: a source that is truthful and unbiased. • Does the website avoid advertising that does not seem appropriate? • Does it present both sides of an issue, or is it one opinion only? • Do you trust the author that has created the website?	✓ _____ ✓ _____ ✓ _____	_____ _____ _____
Support: A source with verifiable sources of information. • Is there a bibliography or sources listed?	✓ _____	_____

Things to look out for:

✓ • Domain Name (.gov, .edu, .com) can tell you about the creator of the website.

✓ • "About Us" or "Contact Us" can lead you to more information about the creator of the website.

Information for worksheet provided by www.literacyta.com

Within school
Educational
curriculum

Easy to
convey
information.

Not
complicated

Not
addictive

Educative

New
teaching
method

SERIOUS
GAMING

Fun

User
Friendly

Not
violent

communication