OLC Collaborate 2019 Maui Keynote

From the personal knowledge base of Dr. Ryan Straight.

Research notes and whatnot for my 2019 OLC Collaborate keynote speech in Maui (https://onlinelearningconsortiu
m.org/attend-2019/collaborate-maui/#schedule).

Topic

TBD

The Games Every Peoples Play
> Why do games engage and who plays them? In this talk, Dr. Straight examines the relatively short but
> intense history of education through and representation in video games, their location within and impact on
> the multicultural landscape, and how games can be used to engage underrepresented groups and support
> deep learning in higher education. He will explore phenomena like *gamification*, *game-based learning,* and
> best practices for including these incredibly powerful but often mis- or under-utilized methods in supporting
> multicultural perspectives in education. To accomplish this, he will examine the relatively short but intense
> history of education through and representation in video games, their location within and impact on the
> multicultural landscape, and how games can be used to engage underrepresented groups and support deep
> learning in higher education.

Kyle's suggestion
> Why do games engage and who plays them? In this talk, Dr. Straight will explores phenomena like
> *gamification*, *game-based learning,* and best practices for including these incredibly powerful but often mis-
> or under-utilized methods in supporting multicultural perspectives in education. What is the relatively short
> but intense history of education through and representation in video games? How are they located within and
> how do they impact the multicultural landscape? How games can be used to engage underrepresented groups
> and support deep learning in higher education?

Final
> **The Games Peoples Play**
> How are indigenous and multicultural identities represented in video games? How can games be used to
> engage underrepresented groups and support deep learning in higher education? In this talk, Dr. Straight
> explores phenomena like gamification, game-based learning, and best practices for including these
> incredibly powerful but often mis- or under-utilized instructional strategies in supporting multicultural

perspectives in education. He suggests ways in which, through these lenses, video games can create better understanding, engage underrepresented groups, and support more authentic learning experiences.

Notes for presentation

- Bogost's notion that games are *really* good at changing minds. Very persuasive.
- Previous OLC Collaborate speeches (https://onlinelearningconsortium.org/collaborate-overview/)

Notes from request

Topic 3: Student Engagement

Engaging Students through Technology

Rapidly emerging technologies and cultural shifts pose ongoing challenges for higher education. The current and future generations of students learning in the digital age are immersed in online gaming. The presenter will explore opportunities for higher ed to adapt to the interests and experiences of students in online gaming, creativity and design through the lens of multicultural education and indigenous perspectives.

Research materials

- Native (Self- and Mis-) Representations in Video Games (https://criticalhitanalyses.wordpress.com/2014/12/25/native-self-and-mis-representations-in-video-games/)
- Why Representation is So Important in Video Games (https://www.gameskinny.com/gi2j2/why-representation-is-important-in-video-games)
- Is Female Representation in Video Games Finally Changing? (https://medium.com/@chelseacariota/is-female-representation-in-video-games-finally-changing-781bbe0b21a5)
- A Brief History of Native American Representation in Video Games (http://cliqist.com/2014/11/30/native-american-representation-involvement-video-games/)
- Indigenous Representation in Commercial Video Games (http://www.abtec.org/blog/?p=175)
- Indigenous peoples are decolonizing virtual worlds (https://www.hcn.org/articles/tribal-affairs-indigenous-peoples-are-decolonizing-video-games)
- Indigenous people in video gaming (Wikipedia) (https://en.wikipedia.org/wiki/Indigenous_people_in_video_gaming)
- Race and video games (Wikipedia) (https://en.wikipedia.org/wiki/Race_and_video_games)
- Project Muse: Indigenous Identity: What Is It and Who Really Has It? (https://muse.jhu.edu/article/252/pdf)
- Diversity in children's books 2015 infographic (https://readingspark.files.wordpress.com/2016/09/diversityinchildrensbooks2015_f.jpg)
- Why Representation in Video Games Matters (https://www.nymgamer.com/?p=10155)
- Ready Player Two (book printed)
- Game Design Patterns for Building Friendships (https://www.youtube.com/watch?v=voz6S7ryWC0&feature=youtu.be) (video)
- Tweet from Dr Natalie Ban about concerns with indigenous perspectives in research (https://twitter.com/raulpacheco/status/1145777547902423040)
- The Difficult History of Indigenous People in Video Games (https://www.theatlantic.com/entertainment/archive/2016/06/the-difficult-history-of-video-games-and-indigenous-people/485276/)
- 18 Indigenous books and video games to read, watch or play (https://www.cbc.ca/kidscbc2/the-feed/eighteen-indigenous-books-and-video-games-to-read-watch-or-play)
- Decolonizing Gaming: Examining Indigenous Portrayals in Video Games (https://www.nymgamer.com/?p=4096)
- Playing Stories: Never Alone, Indigeneity, and the Structures of Settler Colonialism (https://www.cornell.edu/video/jodi-a-byrd-video-games-indigeneity-settler-colonialism)

- Video games encourage Indigenous cultural expression (https://theconversation.com/video-games-encourage-indigenous-cultural-expression-74138)

Game examples and whatnot

- Never Alone (Kisima Ingitchuna) (https://store.steampowered.com/app/295790/Never_Alone_Kisima_Ingitchuna/)
- Knights of the Braille (https://knightsofthebraille.com/): vision impaired D&D group
- The Landlord Game (http://thelandlordgame.com/): The Landlord Game is a free educational board game designed to help faculty gamify the economic dimensions of social justice for their students.
- Accessible Player Experience (https://ablegamers.org/product/apx-cards/) cards (not free)

Academic articles

- Players, Characters, and the Gamer's Dilemma
- Unfolding female quiet in wargames: gender bias in Metal Gear Solid V
- Gamers versus zombies? Visual mediation of the citizen/non-citizen encounter...
- Applying gamification to asynchronous online discussions: A mixed methods...
- Comparison Between Two Types of Educational Computer Games
- Can cooperative video games encourage social and motivational inclusion of...
- The effect of gamification on motivation and engagement
- Studying student differentiation in gamified education: A long-term study
- Research Shows Game Play Can Lead to High Test Career Paths and More Engage...
- Gamifying an ICT course: Influences on engagement and academic performance
- K-12 teachers encounter digital games: A qualitative investigation of teach...
- A professional development model to facilitate teacher adoption of interact...
- Double Engaged Ethnography: Opportunities and challenges when working with vulnerable communities (https://journals.sagepub.com/doi/10.1177/1609406918790653)

Keynoting resources

- http://www.raulpacheco.org/2018/01/mapping-a-new-field-of-scholarship/
- https://twowritingteachers.org/2013/05/14/preparing-a-keynote/
- http://www.michelfalcon.com/how-one-keynote-speaker-prepares-to-exceed-expectations/
- https://speaking.io/
- https://www.chronicle.com/blogs/profhacker/preparing-audience-sensitive-presentations-and-workshops/62191

Great keynotes to emulate

- https://www.youtube.com/watch?v=P-uuWcmzpgw&feature=youtu.be
- https://www.youtube.com/watch?v=REjnpokwnJE&feature=youtu.be

Retrieved from "http://192.168.1.111/wiki/w/index.php?title=OLC_Collaborate_2019_Maui_Keynote&oldid=5961"

- This page was last edited on 31 July 2019, at 06:42.