

Presentations: computer games and society

When? Tue, Nov 4

Please let me know by Thursday, Oct 30 which topic you want to talk about.

Objectives:

- Think beyond fun.
- What are the possible effects of games on different people in different situations?
- Think about the values expressed through games.

What you need to do:

- Each group will have 15 minutes to give a presentation about their topic.
- As before, everybody individually should hand in a 2-3 page paper.

Both the paper and the presentation should tell a story. You should not just present a list of facts. Like: Here is a list of all the games about environmental issues that I could find. Or: Here are all the negative effects of computer games on children that I have found people write about. Instead You should have one main thesis and your presentation should lay out an argument for that thesis.

Here is a list of possible topics. This list is only to give you an idea what I had in mind with these presentations. You can pick any topic that fits the general theme.

- games for education/health
- games around environmental issues/social issues/political issues
- games and gender
- computer games and children
- addiction
- regulation of games