Nymf Hathaway: Welcome at the Science Circle everyone!
Today Vic Michalak will present "Serious Games"
Vic will be using chat since he has issues with his microphone.
Arisia Vita will be logging our discussions as of today... so if you like us to take things out.. IM Arisia please!
For three years already, Vic ensured us many wonderful subjects.. I am convinced we will all enjoy the next hour!
Vic we seriously like to game now...
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Vic Michalak: Welcome to the Science Circle's monthly presentation.
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Vic Michalak: Today I am going to talk about "serious games" and I hope that you will comment and ask questions and become involved in the process.
Kos Hallard: Vic, do I dare call you Conway
Vic Michalak: Nope, just Vic... no relation.
Please tell me if I am going too fast...
Nymf Hathaway: Welcome Edward ☺
Vic Michalak: ================ So we begin....
 Edward Tarber: hi everyone ... and sorry for being late

Vic Michalak: And welcome everyone! :)
As I prepare to teach a course on Telecommunications for the Science Circle I am investigating ways to engage students in the virtual world where they are not constrained to sitting in a classroom…
…and in making a subject like Telecommunications one that students will find interesting and enjoyable.
This semester in the physical world I am teaching a senior level university course entitled "Virtual Environments" (by which I mean any communications that is not face-to-face, including books, the telephone, and Second Life).
Pamala Clift: Well I find it fascinating..
Vic Michalak: I do too!
I started by asking questions about 1D virtual environments that students know well such as Blackboard (a course management system like Moodle) and Facebook.
But now that we have progressed to 2D games you can play in Facebook (such as Farmville and Cityville) and we have had to discuss what is meant by "game."
Pamala Clift: Yes I teach computer mediated communication.. I think it is Sooo going to go that way.. *zips lip cause she talks to much*
Vic Michalak: Wow! Nice crowd! :)
Vic Michalak: np Pamala..
quaezar Agnomen: Sure ☺ Welcome all
Vic Michalak: I like comments...
Vic Michalak: This is important because I have found that the word "game" can evoke the same visceral response among educators as "snake" or "chocolate" because it means so many things to different people.
Nymf Hathaway: Welcome Caledonia ☺
Vic Michalak: So, before we proceed further, I would like you all here to answer the question….
Amethyst Neiro: Cityville, but only so I can design a city. It gets boring quickly to me though once I begins taking up my time.
Vic Michalak: --> "What makes a game?"
Silverwing Benoir: competition
Pamala Clift: enjoying interaction makes a game
Silverwing Benoir: against others or yourself
Caledonia Heron: It's fun
Vic Michalak: :)
Edward Tarber: having a goal to reach

Gilles Kuhn: you can have cooperation game so not necessarily competition

Garder Hansome: boredom makes games o_o

Kos Hallard: One could have a game leg

JeanPierre Euler: make with them a pirate battle system - a lot of telecommunications

Vic Michalak: haha Kos...

Amethyst Neiro: Blackboard my school uses, and I very much enjoy it. It makes things very much organized.

Astronomer Somerset: pleasurable interaction with a competitive spirit

Velveta Crumb: it takes you 'outside of yourself'

Pamala Clift: most lms are yawn...

Vic Michalak: All excellent answers!
So you know what a game is...
Here are some different legitimate definitions if you look up "game"…
- a theoretical construct in game theory that includes (1) players SELECTING (2) actions with (3) payoffs DEPENDENT on their actions or a collective strategy
- an activity conducted purely for enjoyment, amusement, entertainment, distraction, or as a pastime
- a tactic of a player or group to achieve an objective
- a contest (competition) with structured or semi-structured rules to determine a winner
- simulation or reenactment for training, analysis, or prediction

Amethyst Neiro: To me, I classify games similar to a hobbies.

Vic Michalak: Well, Amethyst, many people do... but they can also be "serious" as I hope to show.
Note that there appears to be some opposing definitions:
 (1) Games are a frivolous or trifling activity BUT (2) games may be used as effective educational or training tools.
 (1) Games are an activity generally distinct from work OR (2) "gaming the system" is a way you do work.
So even the definitions are not clear....

Astronomer Somerset: you can get purely educational games and even strategic planning games

Vic Michalak: Yes, you can....

Silverwing Benoir: war games for the military

Vic Michalak: ...but they could also be "fun"!
Yes, Silverwing... very serious games.

Astronomer Somerset: yes and team building games for business

Pamala Clift: the game of politics in higher ed.. *smirks*

Amethyst Neiro: I haven't really researched it, but I heard FPS games improve decision making.

Vic Michalak: Gilles Kuhn is always asking me for references for my presentations, so I am going to include them today. Here are the (non-scholarly) references for defining "game":

- en.wikipedia.org/wiki/Game
- en.wikipedia.org/wiki/Game (simulation)
- en.wiktionary.org/wiki/game
- http://www-personal.umich.edu/~alandear/glossary/g.html
- www.eiha.co.uk/glossary.html
- www.gamechangers.com/index.html/

Vic Michalak: :)

Nymf Hathaway: ☺

Vic Michalak: Here are the responses of my students when asked to define a "game":

Attributes of a game:

- has objectives
- has rules (to reach the objectives)

- has interaction (with objects, including a computer, or with other people)
- has competition (if there is interaction with a computer or other people)
- has levels of expertise or achievement
- has no physical consequences (though this is not true for some physical world games)
Characteristics of a game:
- a game is "fun"
- a game is interesting (you want to pay attention to it)
- a game is stimulating (it is mentally engaging)
- a game is challenging (it is not just engaging but mentally challenging)
- a game meets personal needs
 - it separates us from the physical world (entertains; problems are interrupted)
 - it may release aggression or stress in individuals
 - it may promote cohesion, teamwork, unity, and leadership in group play
Amethyst Neiro: May I give my full definition of what I consider to be a game?
Gilles Kuhn notice rugby is not the specialty of Vic college student ;-)
Vic Michalak: Sure, Amethyst!
True Gilles..
Amethyst Neiro: A game is something you don't need to do, but you chose to for the simple objective of entertainment, or having fun.
Pamala Clift: well lets make it so that definition isn't quite true..smile..
Vic Michalak: Well, interestingly Amethyst, that is almost exactly the same definition of Mark Twain!
More on that in a bit..
On Sunday nights here there is a British series called "Downton Abbey" which is like an updated "Upstairs, Downstairs" exploring relationships within and across socioeconomic classes 100 years ago.
See http://www.pbs.org/wgbh/masterpiece/downtonabbey/index.html
Besides the interpersonal relationships, I find the reactions to new technologies such as electricity and the telephone to be very interesting. Technologies change but reactions to them have not changed much at all because the arrival of new technologies is really about change.
Anyone watch the series? (Masterpiece Theater)
Nymf Hathaway: Change is scary to many
Vic Michalak: Yes, it is Nymf...

In the series the matriarch, the most conservative character, is totally against getting a telephone.

[This is 100 years ago...]

The head of the family is not so sure about this new technology but wants one because it is becoming fashionable and he is under pressure from his daughters to get one because they totally "get it."

Caledonia Heron: lol, I like that one - the bit about a maid wanting a career (as a secretary) baffled the downstairs :)

Vic Michalak: But he also finds he must show the staff how to use it to make their jobs easier.

Yes, I like the series also...

Caledonia Heron: matriarch shields her eyes from electricity

Vic Michalak: Some feel that the telephone may be dangerous to one's health and others are concerned about the psychological effects of the telephone being able to suddenly ring at any time day or night.

Nymf Hathaway: ☺

Vic Michalak: Really, Caledonia... I missed that part.

The same reactions were present with the arrival of the radio… and the television… and the computer… and computer games… and the web and email… and social networks… and 3D virtual worlds.

Caledonia Heron: yes, she held her hand against an electric light, but she is crotchety after all :)

Nymf Hathaway: So true

Vic Michalak: Nice crowd! Thanks all for coming today! :))

Even today educators are more likely to have a negative opinion of games, particularly computer games, than students.

Pamala Clift: luddites

Caledonia Heron: Secretariat has a great thread about the replacement of horses by cars

Vic Michalak: Well, yes, but new technologies mean changes...

And yet, in the United States, children spend on average 7 hours 38 minutes each day in front of computer or television screens…

Nymf Hathaway: Even professors using VW's can be conservative in how to use it ☺

Silverwing Benoir: I can beat that

Vic Michalak: Yes, they can....

Yes, I hate to admit it Silverwing, but I probably spend more than that each day in front of a computer...

It is part of my job.

…and by the time they are 21 they will spend 10,000 hours playing computer games.

Silverwing Benoir: mine too :-(

Nymf Hathaway: ack

Vic Michalak: Yes, acckk indeed!

Pamala Clift: I got my pink slip because they would not accept ANY innovated methods of communication.. and totally was horrified at social media

Vic Michalak: Psychologists will tell you that play is a natural activity conducted by animals and humans…

I am sorry to hear that, Pamala, but you will be vindicated one day...

…and that we develop most of the social and intellectual skills we need to succeed in life and at work in childhood play.

But the culture of unstructured, imaginative, creative play is vanishing from children's lives.

Amethyst Neiro: The computer I don't see as a bad thing. There's much information you can get from it, and there is the advantages of connecting with people all over the world.

Silverwing Benoir: so the more time I spend in SL the smarter I get?

Amethyst Neiro: I never use my computer for "games" but social activities.

Alfa Roux: innovative methods are always difficult to be accepted

Vic Michalak: I agreed completely Amethyst....

I am a proponent...

...not a luddite.

Games help children to learn how to work as a team member, negotiate with others, think creatively, and solve problems.

But to bring back play, parents and teachers must tolerate a bit of noise, unpredictability, and even chaos and learn how to redirect activities back to order.

Alfa Roux: in certain cases they help to perform treatments

Amethyst Neiro: I do admit I have a PS3 and love call of duty, but mostly for the fact that it's a team game and I can play with my cousins as they get on.

Vic Michalak: To bring back play, adults must provide an environment friendly to play and not tell kids how to do it.

So what does childhood play have to do with our daily lives?

And games...

Amethyst Neiro: To be honest though, I do miss much of the old family get togethers to play board games such as monopoly which would take an entire day and night to finish lol

Vic Michalak: [Okay, scientific education moment.... ;)]

Well, for one, researchers have found that people who are in a positive mood are better problem solvers.

Pamala Clift: that is the BIGGEST problem with teaching today's professors in my consulting business. this illusion that they have to be totally in control

Nymf Hathaway: Sounds logical

Vic Michalak: Agreed, Pamala.... they should be in SL....

Garder Hansome: I'm a positive person, but I hardly can solve problems or any tasks

Vic Michalak: Even in these moments your being here is totally up to you and sometimes unpredictable.

Gilles Kuhn: its well known that chess was

Pamala Clift: I teach them in SL.. but they are only here for a short time & want to duplicate the same Yawn format

Vic Michalak: But that is why I encourage comments and questions -- a little unpredictability is a good thing!!

Silverwing Benoir: positive attitude alone doesn't make you a problem solver but it can help

Gilles Kuhn: it is well know that chess was full part of officer training in the red army

Vic Michalak: Not unsurprisingly, researchers report that those who play games are focused, engaged, immersed, and happy.

Pamala Clift: ooh love that

Vic Michalak: Positive attitude is a great start... beats the alternative. More surprisingly, researchers have found that game tasks are not that much different from tasks encountered at school or work.

Gaya Ethaniel: :)

Vic Michalak: [More scientific moments coming up!]
Researchers have examined the brain and found that the act of playing a game, or doing a crossword or Sudoku puzzle shifts the brain into an open, more flexible state…
…that has less connection between words and concepts and permits better attention to visual details and to be more perceptual.

Amethyst Neiro: Perhaps people like games for the simple fact that they're safer than some of the real world and require less work.

Vic Michalak: Brain images during puzzle solving show strong activation of the anterior cingulated cortex, which is also stimulated when a person is in a good mood, hear the punch line of a good joke, or widen their focus.

Creative problem solving usually involves both analysis and sudden insight and games and puzzles are similar to social and professional mazes that require imagination, inference, and guessing to solve.

Amethyst Neiro: Even in nature, animals work together to lessen their work load.

Such as ants

Vic Michalak: They do indeed...

Would they call it a game?

Do ants "whistle while they work"?

Gilles Kuhn: right but all that is more related to fun than game alone so shall we look at fun movie before serious meeting?

Garder Hansome: in my opinion all those computer gaming are just degrading real life reflexes and make people lazy in front of PCs, no?

Amethyst Neiro: Unsure what ants do. I'm not able to communicate with them enough to know lol

Silverwing Benoir: ants secrete hormones while they work

Vic Michalak: I would not agree, Garder....

Pamala Clift: and I always say. that Social is the purpose for all efforts.. so banning the interaction between students is a sure fire way to end motivation

Vic Michalak: Computer gaming improves reflexes....

...and recent studies have shown that online socializing HELPS offline socializing.

If we are focused, engaged, and immersed for hours at work we are called "diligent" and "committed" but when we play computer games we are called "addicted" and "escapists."

Gilles Kuhn: in case of strategic game Garder I will tend to disagree

Garder Hansome: I mean - it degrades muscles, body and so on . o_o

Gilles Kuhn: right Garder so all kind of desk work is too

Vic Michalak: Yes, my avatar is trimmer than I am because he gets around more! :)

Athletes and master musicians are able to enter a "zone" of achievement over many years of practice and yet gamers can often do things nearly immediately with no training.

Nymf Hathaway: hehheh Vic

Vic Michalak: So what is required for a good game?

[The scientific research part...]

Drum roll, please!

Researchers have found that the "core principals" of an engaging game are

(1) an obstacle or challenge to overcome

(2) both short-term and long-term goals

(3) instantaneous feedback

(4) continual encouragement through continuous and progressively more desired rewards

(5) an "experience system" (levels of achievement)

(6) occasional unexpected rewards (a bit of unpredictability)

(7) a way to turn "I have failed" into "I have not yet succeeded"

Gaya Ethaniel: :)

Nymf Hathaway: ☺

Amethyst Neiro: Sadly my avatar in SL is taller than me in RL lol

Pamala Clift: well I watched a 6 yr old play computer games.. and as he was fighting he was jumping up and down.. with the controller in his hand & it was not even THAT type of controller.. but he cannot keep seated in his class in school.. so there he is bad.. but beats even adults with his skills.. & he can't read

Vic Michalak: (1) an obstacle or challenge to overcome
 (2) both short-term and long-term goals
 (3) instantaneous feedback
 (4) continual encouragement through continuous and progressively more desired rewards
 (5) an "experience system" (levels of achievement)
 (6) occasional unexpected rewards (a bit of unpredictability)
 (7) a way to turn "I have failed" into "I have not yet succeeded"

Nymf Hathaway: So true Pamala... you should see my son.. becoming a math's wonder by it

Pamala Clift: I have lost 80 lbs since I became Pamala.. I will get there yet. *wink*

Vic Michalak: Even when players fail time and again they remain motivated and when they succeed they experience what researchers call "fiero" (Italian for "proud"), a feeling of triumph.

quaezar Agnomen: ☺

Vic Michalak: So, how could we apply this to school and work??

Some have applied these gaming attributes to physical world tasks – look up "Chorewars" at www.chorewars.com and "Sparked" (micro volunteering) at www.sparked.com

Amethyst Neiro: Perhaps schooling in a virtual world.

Vic Michalak: Dr. Castronova (professor of telecommunications) of Indiana University has found that "not everything in virtual environments maps onto real behavior, but a heck of a lot does."

JeanPierre Euler: in computer game you always deal with solved toy problem in reality - with unsolved and vital sometimes

Amethyst Neiro: Often when people are here they feel like they're playing a "game"

So if you were educated in SL, perhaps that would increase their interest?

Vic Michalak: Well, schooling in the virtual world is the same as in the physical world if you are only in a classroom with PowerPoint slide! :)

Pamala Clift: depends if they are dissassociative, immersive or augmentative.. Ooops. now I am quoting from my State of being class.

Vic Michalak: That is my point.... how do you apply gaming characteristics to school and work..

Pamala... I appreciate that..

Vic Michalak: He also contends that one reason we keep messing up in applying government (or educational) policies is that they never get tested.

Amethyst Neiro: I'm a competitive person. I shoot for the highest grade in my class.

Vic Michalak: "In the real world you can't create five versions of New Orleans and throw five hurricanes at them to test different logistics. But you can do that in virtual environments."

Silverwing Benoir: no real penalty for failure in a game but often a big penalty for failure in school or business

Amethyst Neiro: Just like when I'm playing games, I'm always trying to win 1st.

Vic Michalak: If grades are "points" that might be incentive for you, Amethyst.

Along this same line, virtual worlds are increasingly being used for gaming simulations not only to train persons how to deal with complicated tasks…

…but are also being used to explore less predictable situations such as what people would do in the event of a natural disaster like a fire in a building or an earthquake in a city.

Pamala Clift: I think the problem lies in assessment.. we have this illusion that understanding can be assessed.. while in reality.. if it works THAT is assessed.. ..

quaezar Agnomen: Tnx Astro

Vic Michalak: I was in a simulation the other day by a student who wanted to test how people react in a fire....

..and set a SL building on fire and tested their reactions.

Not total one-to-one correlation, but interesting.

Silverwing Benoir: fires don't hurt in SL

Vic Michalak: Silverwing, true....

Pamala Clift: nor can you pick up a jug of water will have any effect

Vic Michalak: But some simulations can work and NOT have the real consequences.

Nymf Hathaway: even so I do think people respond naturally, Silverwing... I would… RUN

Amethyst Neiro: This is why you script an object to push people if they touch fire lol

Silverwing Benoir: I threaten my students with virtual death in our SL simulations and it has a powerful effect on their concentration

Vic Michalak: References:
- "Effort to Restore Children's Play Gains Momentum"
By Hilary Stout, New York Times, January 6, 2011
http://www.nytimes.com/2011/01/06/garden/06play.html

- "Tracing the Spark of Creative Problem-Solving"
By Benedict Carey, New York Times, December 7, 2010
http://www.nytimes.com/2010/12/07/science/07brain.html
- "What Makes Gamers Game"
By John Tierney, New York Times, December 7, 2010
http://www.nytimes.com/2010/12/07/science/07tierney.html
[For Gilles and others...]
Astronomer Somerset: Vic I just sent you a note card with a definition of what a game is
Pamala Clift: the Navy uses it to teach the Nuclear sub emergency crews to develop a team interactive approach
Vic Michalak: Thanks, Astronomer....
quaezar Agnomen: Silverwing ☺
Astronomer Somerset: or my possible interpretation
Vic Michalak: Pamala, yes, I am (in the physical world) a retired military officer (among other things) and I found that the military uses simulations to good effect....
..to simulate events and consequences WITHOUT the physical risk.
Gilles Kuhn: too bad they don't just stay in simulation....
Pamala Clift: I am a navy brat.... but went into the air force for a time..smile
Vic Michalak: But people learn just the same.'
Astronomer Somerset: I'm also ex Raf
Nymf Hathaway: Welcome Warp ☺
Vic Michalak: Interestingly, the British credit war games with their victory over Napoleon.
quaezar Agnomen: Hi Warp ☺
Vic Michalak: I found that out when I was researching this....
It is up to educators and employers to make school and work so interesting and engaging and constructively challenging and encouraging and rewarding that students and workers look at it as "fun."
warp Daxter: Hi Quaezar, Hi Vic, Hi all
Vic Michalak: Hi Warp... welcome...
Sea Mizin: Vic, knowledge of how to play a game is not the same as understanding the consequences in a rl situation.
Silverwing Benoir: true Sea but a game can teach you how to react and make that a habit that is a life saving one
Gilles Kuhn: depend Sea rugby was very useful to launch human wave to be mowed down by German hmg at the Somme in 1916...

Vic Michalak: Sea, that is true.... but playing a game could keep someone interested long enough so that they COULD learn and retain information about real world consequences...

I contend that there is nothing wrong in making any activity interesting and engaging and one which in which participants are focused, engaged, committed, and happy to commit to do.

Gaya Ethaniel: hear hear

Vic Michalak: And I challenge Science Circle educators to devise ways to incorporate the positive aspects of games into their courses.

Nymf Hathaway: Likes that ☺

Sea Mizin: not if the consequences are death and destruction as in a military game using drones, etc. and then being in a real scenario. That can't be taught.

Silverwing Benoir: I used loaded dice in my classroom and always win :-)

Astronomer Somerset: ill happily take up that challenge

Vic Michalak: Sea, no... but often you can learn a lesson without the physical consequences.

Gilles Kuhn: Vic I would say a lecture needs to be fun games are only one way to have fun

Silverwing Benoir: it makes them question the dice

Nymf Hathaway: Thought so Astro ☺

Vic Michalak: Gilles... that is why I agree.

That is why I do not like to "lecture"....

...but to facilitate thought...

..and interaction...

..even when all we are doing is text chatting.

So, has anyone solved the puzzle yet? :)

??

Gilles Kuhn: lot of good teacher use humor I remember a chanoine making a spider dance to illustrate leibniz thinking...

Silverwing Benoir: I forgot the puzzle

Astronomer Somerset: I missed it

Vic Michalak: Gilles.... Yes, the other day I was showing my students how bees dance in the hive to convey messages about flowers at a distance....

Gilles Kuhn: and i missed that, shit ;-)

Vic Michalak: I am only glad that they did not video it!!

Nymf Hathaway: I love that discovery Vic

Gilles Kuhn: toooo bad !

Vic Michalak: If I had just talked about the bees dancing...

Astronomer Somerset: Gilles watch the language there are ladies present

Vic Michalak: ...it would not have made as big of an impression and they would not have remembered.

But if I got up and danced like a bee, they remembered...

Gaya Ethaniel: :)

Gilles Kuhn: oh I forget the ladies did not have digestive function Astronomer

Nymf Hathaway: So true Vic :))))

Vic Michalak: Does anyone see the puzzle I set for you?

Any wandering cameras here?

Silverwing Benoir: above the board behind you?

Garder Hansome: ?

Vic Michalak: Yes, on the puzzle part...

Sea Mizin: <-- loves mazes

Gaya Ethaniel: They give notecards it seems.

Vic Michalak: Yes, they do...

Amethyst Neiro: Each day my English teacher has her class do a stretch.

Vic Michalak: Work together to solve it...

Silverwing Benoir: I solved it

depends on the goal

Amethyst Neiro: As class starts she asks everyone to stand up and has us stretch before the class.

Vic Michalak: Yes, Silverwing?

Nymf Hathaway: Listens to Silverwing.....

Silverwing Benoir: I set my own goal and won

my goal was to get to the "C" near the center top

Vic Michalak: Stretching is a good way to focus the class..

Silverwing Benoir: not to get 'out'

Vic Michalak: Okay, so how would you go about solving the puzzle above me?

 [I am not going to solve it for you immediately....]

Nymf Hathaway: Hopes JP knows wink wink ☺

Amethyst Neiro: Yes Vic. She also mentioned how getting us to stretch lets her know how well we listen lol

Silverwing Benoir: could use a pencil to mark failed paths. trial and error

Vic Michalak: Amethyst... true... good idea.

Gilles Kuhn: (has just change in a specialized creature for maze)

Gaya Ethaniel: a Venn diagram?
Silverwing Benoir: put a mouse in it and cheese at the goal
Vic Michalak: Hint: The puzzle is in front of the puzzle.
Pamala Clift: well clicking on each ball gives a notecard.. was thinking about something else when I said that.. but muffles a giggle
Vic Michalak: Pamala...that is true.
That is the first key to the puzzle.
So how would you use the notecards?
Pamala Clift: put the words together?
Silverwing Benoir: assemble the parts into an url and look up the answer
Vic Michalak: Sure sounds like a plan to me!
Why not tell me what you see on the notecards?
Choose different ones... work together to solve it.
Share what you see with others...
Nymf Hathaway: Red http://
Vic Michalak: Okay, good start!
So what do you think this is?
Nymf Hathaway: Orange nobelprize.org/
Silverwing Benoir: we have to put the parts in a logical order to get the correct url
Vic Michalak: Yes, Silverwing!
Gaya Ethaniel: One can just Google them to get the page ...
Vic Michalak: So far we have http://nobelprize.org
Nymf Hathaway: Yellow educational/
Vic Michalak: What is next....
Pamala Clift: it is a url
Vic Michalak: yes... http://nobelprize.org/educational/
What next?
Gaya Ethaniel: You get an educational game about immunity.
Amethyst Neiro: There are limits in real life with what kind of games you may play.
Nymf Hathaway: Green medicine/
Vic Michalak: Yes, always limits on technology and time... like now (10 minutes left)
Amethyst Neiro: You could create a game in SL. Which opens doors to possibilities.
Nymf Hathaway: Blue immunity/
Vic Michalak: http://nobelprize.org/educational/medicine/
What is left?
Nymf Hathaway: immunity/

Gaya Ethaniel: http://nobelprize.org/educational/medicine/immunity/ - Immune System Defender :P

Vic Michalak: Good thinking, Amethyst!

Gaya, exactly! ding, ding, ding, we have a winner!

Nymf Hathaway: hahhahhaa

Nymf Hathaway: YAY for Gaya

quaezar Agnomen: ☺

Vic Michalak: Now, what could I have added to the game to give it more incentive?

Gaya Ethaniel: I was thinking about a Venn diagram to begin with though ... which words would include which.

Vic Michalak: [Seeing if anyone was paying attention...]

Gaya Ethaniel: Rewards!

Vic Michalak: Gaya... Yes!

Gilles Kuhn: cheese !

Amethyst Neiro: Money lol

Vic Michalak: :) Gilles....

Silverwing Benoir: each card could be a puzzle in itself rather than a word

Vic Michalak: That would be a mouse reward... meaningful.

Astronomer Somerset: the ability to physically move the balls around the maze

Gaya Ethaniel: So what's the prize Vic?

Vic Michalak: Ah, yes, Silverwing, if there was time...

Nymf Hathaway: yes Astro... nice

Vic Michalak: Well, Gaya, the prize is to reveal what is on that website... You will find that on the official website of the Nobel Prize committee that each of the accomplishments for which a Nobel Prize has been awarded (at least in science) is explained through a simple simulation or game.

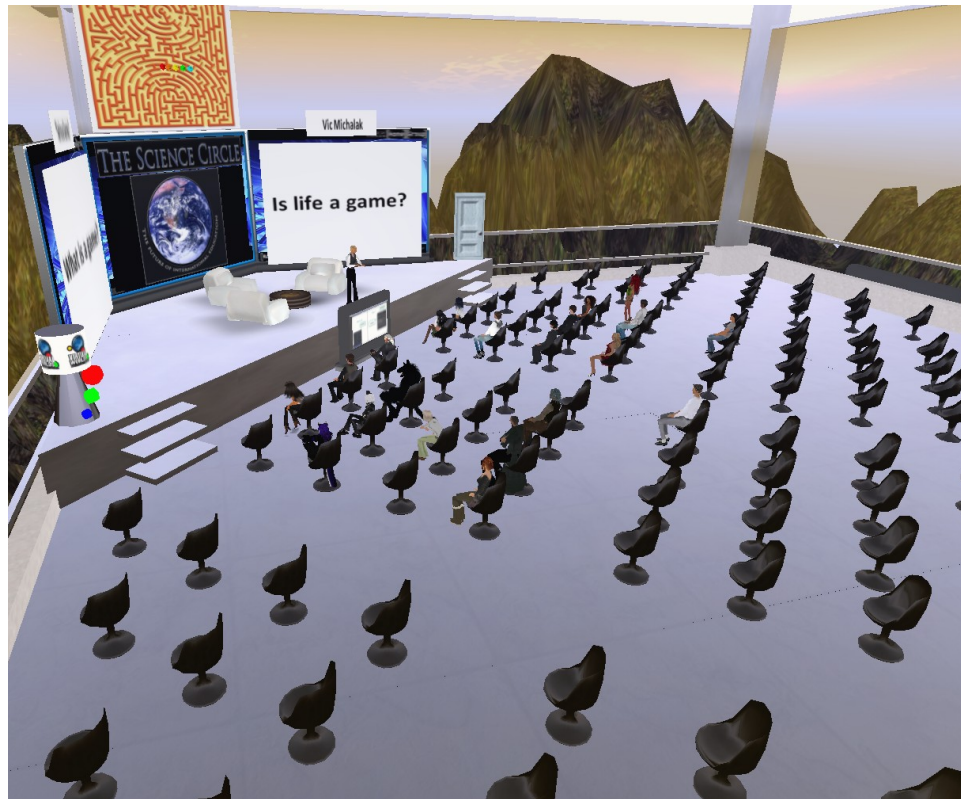**Amethyst Neiro:** There should be a number of prizes.

And the person should be able to pick the prize they earned.

Vic Michalak: Amethyst.. I agree... Better prizes as you got more of the puzzle!

Even better Amethyst!

Gaya Ethaniel: No I solved your puzzle so let's get together after and you can give me a prize :P

Vic Michalak: I am getting ideas for my class! :)

The particular site to which I am directing you has to be with explaining how the human immune system works (the topic of last week's and this week's KISS sessions).

Amethyst Neiro: It's sort of to simulate a work force.

Nymf Hathaway: hehheheheh you sneak ☺ (refers to Vic's getting ideas for his classes ☺)

Amethyst Neiro: When you work, you get money
And with that money you can do whatever.

Vic Michalak: I invite you to play... and to explore how even the most complicated subjects can be explained through "serious games."

Amethyst Neiro: In SL it's easier to reward people. I could give someone hair, or something unexpected and they'd very much appreciate it.

JeanPierre Euler: The conflict between real prize and virtual gaming

Vic Michalak: If the Nobel Prize site can have "serious games" on it to explain science, then I encourage and challenge you all to do the same! :))
Amethyst... you are full of good ideas!

[Immediate feedback and encouragement...]

Gaya Ethaniel: Looks interesting yes, thank you Vic :)

Vic Michalak: But seriously, thank you for the ideas...

Amethyst Neiro: I'm an idealist Vic, it's my life job lol

Vic Michalak: Okay, and all games have endings... and we are nearing ours.

Silverwing Benoir: this gave me an idea on how to incorporate a game into one of my classes!

Vic Michalak: So, are there any questions or comments? [We have 3 minutes]

Silverwing! Excellent....

Silverwing Benoir: is there a source for how to design a game? sort of game design principles?

Vic Michalak: For some of you, you may find that a "scavenger hunt" is a good way to get students to gain teamwork skills and to find things relevant to your subject...

...but remember to include instant feedback and rewards!

Amethyst Neiro: Ah, bring students in and have them fight on teams to earn items.

Vic Michalak: Silverwing... there probably is, but alas, I do not have it.

Amethyst Neiro: And not regular fights, but knowledge fights.

Vic Michalak: Just what I read on gaming...

Amethyst Neiro: Trivia is always fun :)

Gilles Kuhn: there is one problem with the game approach in education the problem is the same with all pedagogic trick btw as the game is a model of the theory it look like the model and henceforth the theory is perfect in a sense the use of model that are not the theory itself can diminish the capacity of criticism about the matter taught.

Vic Michalak: Amethyst... yes, but I do not encourage fighting... but I do encourage teamwork.

Amethyst Neiro: Maybe Family Feud sort of game.

But a little harder since you'd only get points for specific answers.

Vic Michalak: Yes... and remember that it does not have to BE a game.

Gaya Ethaniel: !

Vic Michalak: That idea is to incorporate game characteristics.....

Sea Mizin: Teamwork, that is good teamwork depends on the goals and outcome.

Vic Michalak: (1) an obstacle or challenge to overcome
 (2) both short-term and long-term goals
 (3) instantaneous feedback
 (4) continual encouragement through continuous and progressively more desired rewards
 (5) an "experience system" (levels of achievement)

Pamala Clift: I love those definitions

Vic Michalak: (6) occasional unexpected rewards (a bit of unpredictability)

 (7) a way to turn "I have failed" into "I have not yet succeeded"
Would not everything we do in life be better if we remembered those things?

Silverwing Benoir: I like #7

Amethyst Neiro: 7 I love the most :)

Pamala Clift: well that is what keeps everyone in WOW.. their claim at levels

Vic Michalak: Well, it has been one hour and part of "gaming" is rules...

Sea Mizin: all that you mentioned is based on personal gain and experience, not community as large as a village or city or government

Vic Michalak: So I will conclude my presentation.
Thank you for participating! :)

Gaya Ethaniel: Thanks :)

Silverwing Benoir: Thanks Vic, very interesting

Nymf Hathaway: Thank you, Vic!
Wonderful hour... a game in itself.

warp Daxter: wow

Pamala Clift: ty very much Vic.. a nice presentation.. good first meeting

Velveta Crumb: brilliant hour!

Nymf Hathaway: LOVED IT ☺ as always ☺

Amethyst Neiro: Very good presentation :)
I enjoyed it.

quaezar Agnomen: Thank you Vic :)) great .as always ☺

warp Daxter: yes ... big VIC

Vic Michalak: If I have caused you to think, that is my goal for this game...

Gaya Ethaniel: :)

Amethyst Neiro: You have succeeded ;p

maria24 Murfin: very interesting presentation tyvm

Astronomer Somerset: thank you Vic

Vic Michalak: Thank you!

Nymf Hathaway: Thanks everyone for joining ☺

Gilles Kuhn: I want my cheese if not I reverse to wolf and eat the cheese origin.....;-)

quaezar Agnomen: Nice avie Gilles ☺

Nymf Hathaway: hehhehe Gilles

Vic Michalak: Hmmm.. let me look for some cheese..

Amethyst Neiro: Have a pleasant day everyone :)

quaezar Agnomen: Likewise ☺

Nymf Hathaway: Bye bye Mister ☺ nice to have you

quaezar Agnomen: Thank you all for coming ☺ You can always stay if you like to chat some more :)

Vic Michalak: Thank you all for coming... Remember that there is a Science Circle session on the 3rd Saturday at the same time.