Gamer Gene Course Suggestions

Gamer Gene is a module that could be included as content in a (high school level) class discussion about the definition, history, usage, and behavioral effects of games.

A potential way it can be used in the technology adaptive classroom would be in conjunction with links to appropriately digestible sites that explore the history of games (inclusive of virtual reality games versus video being the solitary focus) and links to the options of other games available that promote the "deep learning" that James Paul Gee advocates (an example of which could be the "Quest to Learn" program in NY, scavenger or other well received models that go beyond the "drill and kill" fact learning classic edu-games.)

A secondary quality of adding such a module, which by its narrative nature contain several limited, exaggerated and simplified character views experiences is to invite dialogue about the differences and potential limitations in perspective. This leads to an opportunity for the class to deliberating a potential 4th option.

Again, the end goal of this module would be:
- To introduce the concept of gaming and it's potential for learning,
- To create empathy towards multiple perspectives,
- and critical thinking towards participatory group solutions.

Class discussions could occur in person or online, but a guided discussion is encouraged. Possible questions to include:

- Which choice would you think each character would choose and why?
- How did you experience each choice?
- Did Genes experience change your perceptions on gaming on a scale of 1 to 5: 1(not at all)   5 (completely)?
- And how?
- How did Samus' use games in her work?
- How did Gordon's use game in his life?
- In what ways did the use of games affect Gene's behavior?
- If you could create a 4th choice what would it be and why?