

Facts About Video Games

- 1. Gaming can be good**– Gaming can provide social interaction, cross cultural understanding, improved hand-eye coordination, decision making skills and are even used in military and medical training to improve abilities in life-like settings.
- 2. Gaming can be bad**– The overplaying of games is known to lead to poor general health, muscle fatigue, addiction and loss of job.
- 3. Not all games are for kids**– That is why it is important for parents to check for the ESRB's rating on the game and monitor what kids are playing... just like TV, movies, Internet, magazines, etc.
- 4. There is a limit**– Obsession with video games will cause people of all ages to neglect their daily lives. It is important to make sure that people have a life outside of the digital world.
- 5. Games provide opportunities**– Through games, we can reach out to a demographic that may not usually come to the library. Once they come in, we can hook them into all the other great things we offer!
- 6. Gaming has a large audience**– It is estimated that around 60% of people 30 years old and younger play video games of some sort.

Further Readings and Research

- The Video Game Revolution**– <http://www.pbs.org/kcts/videogamerevolution/>
- Video Games in Education**– <http://www3.essdack.org/socialstudies/videogames.htm>
- Effects on Video Game Playing and Children**- http://www.mediafamily.org/facts/facts_effect.shtml
- Entertainment Software Rating Board**– <http://www.esrb.org>
- Entertainment Software Association**– www.theesa.com
- Game Politics**- <http://gamepolitics.com/>
- Ren Reynolds Game Studies**- http://www.ren-reynolds.com/game_studies.htm
- Yahoo Games**- <http://videogames.yahoo.com/>

Gaming In Libraries



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Making IT Simple

Gaming Terminology

Campaign- people meet in a cyberworld together and send their characters on adventures (WoW & Runescape)

Cyberworld- An virtual reality website/game usually set up for play in an MMORPG or as a social network.

DDR- Dance, Dance, Revolution; a dancing game that uses a floor mat instead of handheld controllers

FPS- First person Shooter. Game where the visual field is from a first person perspective (Doom, Unreal Tournament)

Frag- kill. Usually used to describe a type of game or as a verb (“I just fragged that guy”)

LAN Party- When players organize to meet in a specific game room to either compete against each other as a campaign (Halo, Call of Duty)

Level- Refers to the experience and advancement of a character, usually in an MMORPG

MMORPG- Massively Multiplayer Online Role-playing Game. Think Dungeons & Dragons played with 2000+ people (WoW)

Platform- The platform used to play a game (i.e. PS2, Wii, Xbox)

SIM- Short for simulation, describes type of game where player creates a character and determines their actions (Sims, Flight Simulator)

WoW- World of Warcraft

Useful Resources

Your local game store- They will fill you in on the latest hits and might even sponsor/donate equipment for a tourney (EB Games, Game Stop, etc.)

Your teens- Mention the possibility of a tourney and they will likely volunteer the equipment for the event.

Your “friends”- Both of them. Ask your Friends of the Library for help and ask your friends if they or their kids would be willing to lend equipment.

Www.ign.com- Everything from reviews to previews, ratings, game codes and cheats. Reviews TV, DVD and movies as well

Www.miniclip.com- a popular site for younger teens to find online games

Www.stardoll.com- a popular site for younger girls to play dress up with digital “paper” dolls

Www.battleon.com- a popular blood-free role playing game for younger teens.

Www.addictinggames.com- Game aggregator site. Great for finding “club” games. Be careful though, not all games are for all ages.

Myths About Video Games

1. **Video games have led to an epidemic of youth violence-** Some kids who commit violent crimes may play video games but not all kids who play video games commit violent crimes.

2. **Scientific evidence links violent game play with youth aggression-** The results are mixed and heavily argued. Certain tests have shown people with certain personality types will feel more aggressive after playing violent games (or listening to loud music, speeches, watching certain TV shows, etc.).

3. **Children are the primary market for video games-** The majority of gamers are 18 and over. Sellers traditionally cater to this demographic as well because they tend to have their own source of income.

4. **Almost no girls play video games-** Girls play more free online games than boys and they are warming up to console games.

5. **Video game are socially isolating-** Recent studies show that over 60% of gamers play with friends, chat online, or play with the purpose of meeting people.

6. **Video game play is desensitizing-** There is a difference between playing house and actually doing housework just like playing soldiers and actually being one. Psychologists call this ability to put oneself into a fake situation the “magic circle.”

7. **Most video games are rated Mature-** Less than 13% of games produced receive a rating of Mature or stronger. Since 2000, over 80% of the top 20 selling games have been rated for Everyone or Teen.