

YC/SG/2/0818

YGAM - In The Know

Module 2 - Social Gaming

(Up to 2 hours)



Challenge 6.1



Overview:

- As a group, create a Social Media awareness campaign around issues involved with Social Gaming. Share your success with others in an appropriate way.

Learning Objectives



- To identify different types of Social Games.
- To identify possible risks of each.
- To use Social Media positively to spread awareness of the risks of Social Gaming.
- To improve Team Working Skills.

Learning Outcomes



I can identify different types of Social Games.

I can identify some risks associated with playing Social Games.

I can use Social Media positively to generate awareness of Social Gaming.

I have improved my Team Working Skills.

Resources



- PowerPoint presentation on Social Gaming.
- Infographic on Social Gaming.
- Social Gaming downloadable support materials.
- Social Gaming Website Links.

Some Definitions of Social Gaming (Wikipedia)



Social gaming most commonly refers to playing online games that allow or require social interaction between players,[1] as opposed to playing games in solitude. It may refer to:

- **Social network game**, games that have social network integration or elements.
- **Multiplayer video games**, where more than one person can play in the same game environment at the same time.
 - LAN party, a temporary gathering of people establishing a local area network (LAN), primarily for the purpose of playing multiplayer computer games.
 - MMO, massively multiplayer online games, such as World of Warcraft and Diablo 3.
- **Role-playing games**, a game in which players assume the roles of characters in a fictional setting.
 - Live action role-playing games, a form of role-playing game where the participants physically act out their characters' actions.
- **Miniature wargaming**, a form of wargaming that incorporates miniature figures, miniature armor and modeled terrain.
- **Alternate reality games**, an interactive narrative that offers a platform to explore possible situations and social interactions while avoiding real world consequences.

Popular Titles



- Clash of Clans
- Candy Crush
- Kim Kardashian
- Call of Duty
- FIFA X-Box

Starter



- **Identify different Social Games; explore possible risks and discuss**
- Discuss in pairs;
- Different Social Games.
- Think about possible risks.
- Explore possible negative consequences.

Main Activity



- **Deliver an awareness campaign through a Social Media medium or similar highlighting different types, possible risks and consequences.**
- **Students are encouraged to share their thoughts and ideas to express a positive message about Social Gaming through Social Media**
- **This activity focuses on Leadership and TeamWork. Students should use the appropriate YGAM skills sheet to help them prepare for and review this activity.**

Leadership & Teamwork



○ This is a good opportunity to develop your skills.

○ Who will lead your team?

○ Who will do which jobs?

○ How will you plan your activity?

Plenary



- **What have we learnt?**

Following the lesson, ask the students to feed back on what they have learned about social gaming. Use the learning outcomes as above to measure and assess the impact of the lesson on the students. You can use the YGAM self/peer assessment documents or grade them yourself using our progression grading system.

- **Extended activity**

Students could further explore and discuss whether revised attitudes towards Social Gaming and whether or not there ought to be more ways to protect people from spending too much time and money.

Further Reading

www.gamblingcommission.gov.uk

www.addictions.com/video-games/

www.addictionrecov.org