

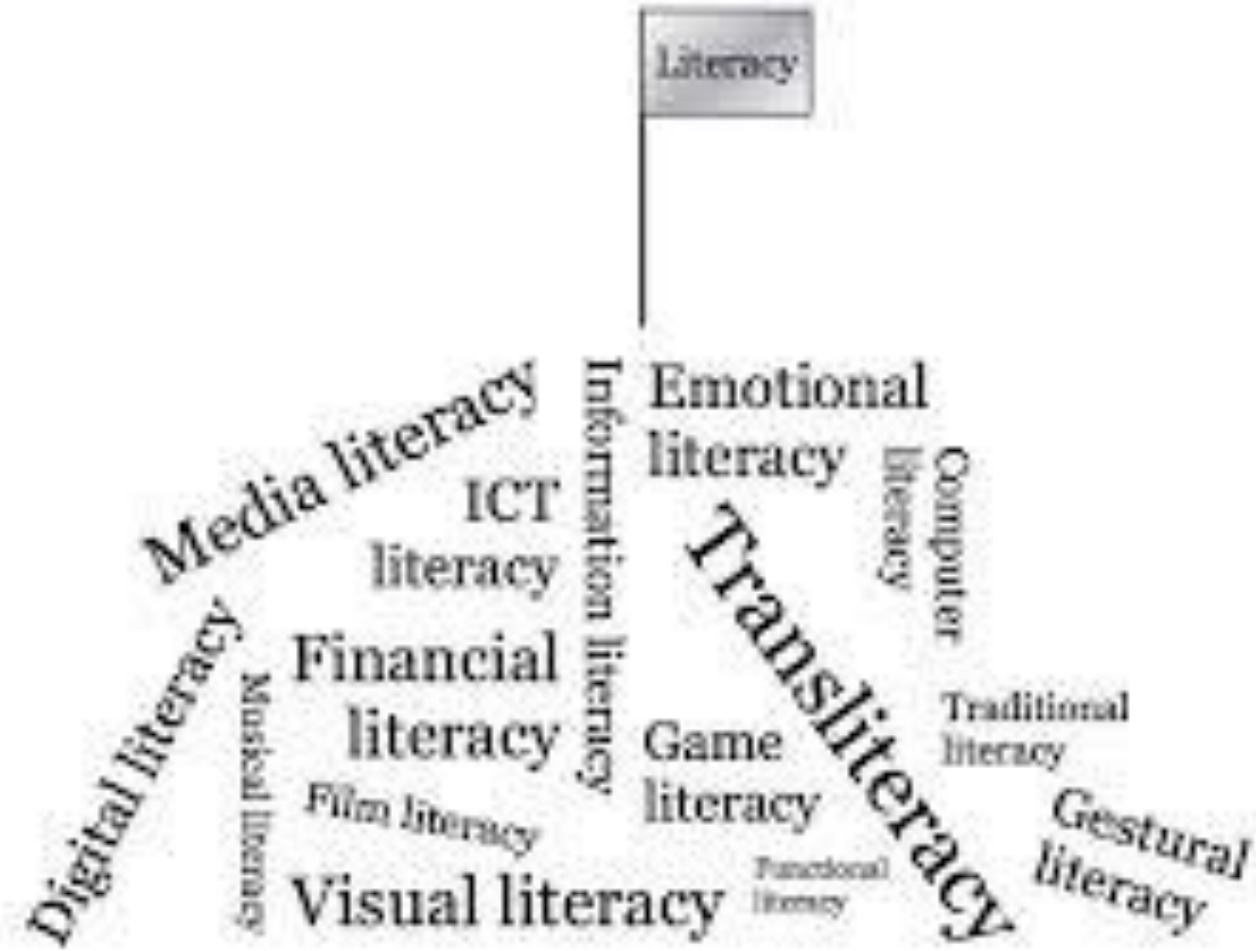
Game Literacy

Dr. Archana Kumari

Associate Professor

Centre for Media Studies

Jawaharlal Nehru University



Literacy Mountain

Understanding Games

- Understanding games can be defined as having the ability to explain, discuss, describe, frame, situate, interpret, and/or position games:
- in the context of human culture (games as a cultural artifacts),
- in the context of other games (comparing games to other games, genres),

Understanding Games

- in the context of the technological platform on which they are executed,
- and by deconstructing them and understanding their components, how they interact, and how they facilitate certain experiences in players.

Situation	Example
Game could be a part of a transmedia storytelling ecology	Some Star Wars videogames extend the universe and story beyond what is seen in the movies.
Game could remediate a cultural artifact from another medium	Some videogames are adaptations of comics, books, or movies.
Game could share in the thematic and aesthetic qualities of a broader media genre	Some videogames share the dystopian world-view and grim world outlook of the science fiction genre called cyberpunk.
Game could be part of a broader artistic movement	Surrealism, a cultural movement, uses games to provide inspiration as well playing games as a method of investigation.
Game could share discursive practices of a subculture	Some videogames are part of hip-hop culture.
Game could share values and viewpoint of certain cultures or societies	Many videogames set during World War II assume the perspective and values of the Allied nations.



Games as a Cultural Artefacts



Mechanics of Games

Game Mechanic	Definition
Experience Points	Experience points (xp) are used as a meter of player progression in a game. They are usually awarded for accomplishing certain tasks. When enough xp are collected, the player controlled character is awarded with increased powers and statistics. The rewards for obtaining experience points are usually increasing and discrete. For example, the character might “level up” or get rewarded when obtaining 100xp, then 200xp, 400xp, and so on.
Hit Points	Hit points (hp) are a numerical indicator of how much health a character has. The idea is that attacks made upon the character will cause a certain amount of damage, which is then subtracted from the characters current hit points. The more hit points a character has, the more “powerful” he is due to the increased amount of damage he can withstand before dying or passing out.
Character Class	Character classes are a game mechanic generally used for arbitrating the skills, abilities and aptitudes of different characters in a game. For example, a character who is a “Mage” might be able to cast magical spells while characters who are “Warriors” are not allowed to. Different games often define their own classes and usually a character cannot belong to more than one class at a time.



Some Popular Games

- **Minecraft**
- **Grand Theft Auto V:**
- **Red Dead Redemption**
- **Hogwarts Legacy**

Top Competitive Online Games

- Counter-Strike 2:
- Apex Legends
- Fortnite
- Valorant
- Call of Duty: Modern Warfare III



Characteristics of Games



- Interactivity
- Transaction between players
- The chance to influence
- Immersion
- Integration

Game Literacy



- Having the ability to play games.
- Having the ability to understand meanings with respect to games.
- Having the ability to make games.

Basic Requirements for Game Literacy

- Becoming literate with games requires several competencies that are highly contextual based on the game, its modality, and other players. This usually includes:
 - acquiring knowledge of the game,
 - its genres,
 - its platform, and
 - the history of the same or similar games.

Video Game Literacy



Video Game Literacy

Much of game literacy is perceived today is through digital games and video games.

- Represent a form of cultural currency
- Ubiquity of access across computers, laptops, tablets, handhelds, and mobile devices.

Game Literacy through Medium



- Video
- Films
- Television
- Literature
- Digital

Why Game Literacy?



It enables players to

- understand, analyze, and apply game mechanics,
- builds crucial skills like problem-solving, critical thinking, and adaptability
- vital for learning
- enhances social skills, communication, and creativity

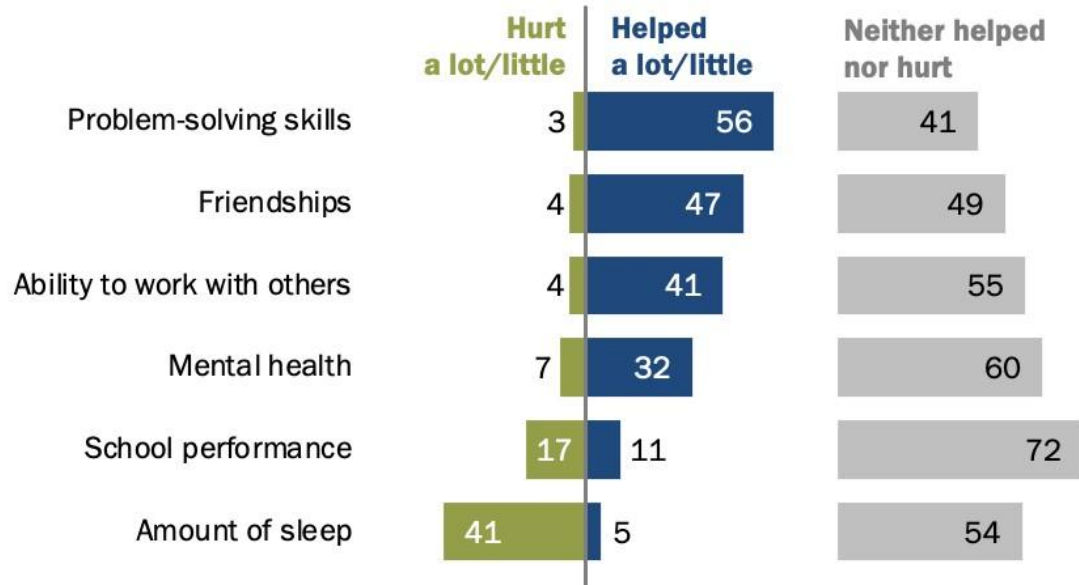


Why Game Literacy?

- Give young people a route into reading and writing
- Improve confidence in young people's reading skills
- Immerse young people in stories
- Support positive communication with family and friends
- Increase empathy and support wellbeing
- Engage reluctant readers with literacy

More than half of teens who play video games say it helps their problem-solving skills, but many say it negatively impacts the amount of sleep they get

Among U.S. teens ages 13 to 17 who play video games, % who say playing them has helped or hurt their ...



Note: Those who did not give an answer are not shown.

Source: Survey conducted Sept. 26-Oct. 23, 2023.

"Teens and Video Games Today"

PEW RESEARCH CENTER



Effects

Effects

Most teens who play video games do so with others; about half made a friend through them

Among U.S. teens ages 13 to 17 who play video games, % who say they ...

Play video games with others



89%

Have made a friend online because of a video game



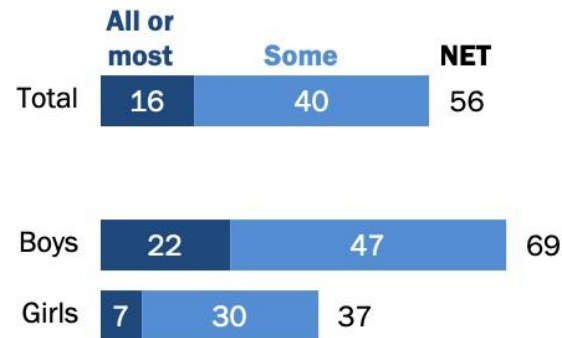
47%

Note: Those who did not give an answer are not shown.
Source: Survey conducted Sept. 26-Oct. 23, 2023.
“Teens and Video Games Today”

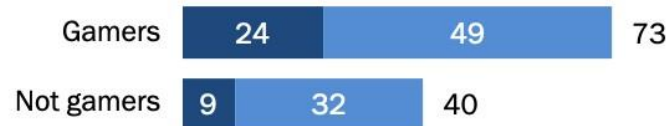
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About 7 in 10 teen boys who play video games say there is violence in at least some of the games they play

Among U.S. teens ages 13 to 17 who play video games, % who say ___ of the games they play contain violence



Among teen video game players who say they are ...



Note: Figures may not add up to the NET values due to rounding. Those who did not give an answer or who gave a different response are not shown.

Source: Survey conducted Sept. 26-Oct. 23, 2023. "Teens and Video Games Today"

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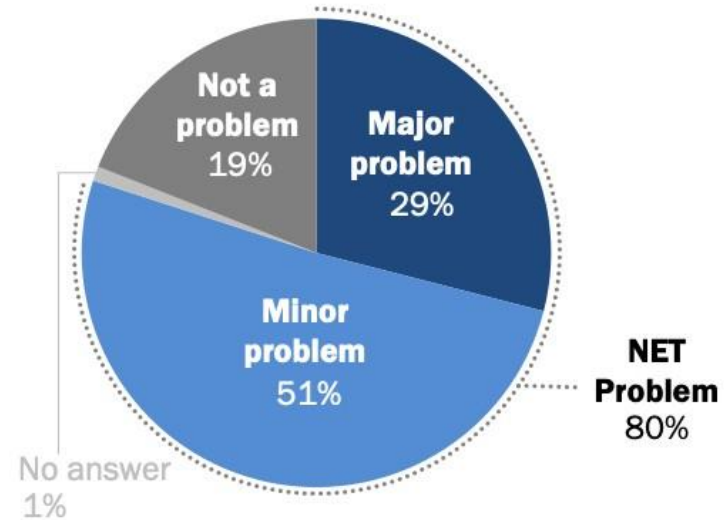


Effects

Effects

Most teens say that bullying while playing video games is a problem for people their age

% of U.S. teens ages 13 to 17 who say harassment and bullying is (a) ___ for people their age when it comes to video games

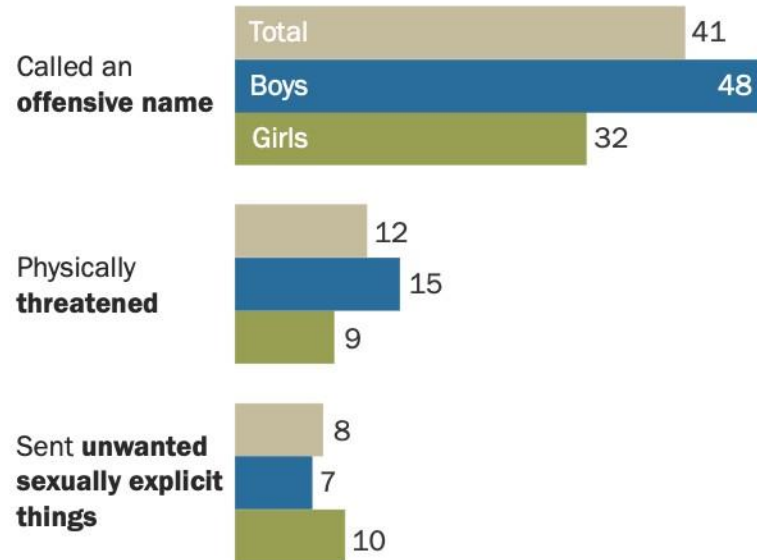


Source: Survey conducted Sept. 26-Oct. 23, 2023.
"Teens and Video Games Today"

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About half of teen boys who play video games say they have been called an offensive name while playing

Among U.S. teens ages 13 to 17 who play video games, % who say they have experienced the following when playing video games



Note: Those who did not give an answer are not shown.
Source: Survey conducted Sept. 26-Oct. 23, 2023.
"Teens and Video Games Today"

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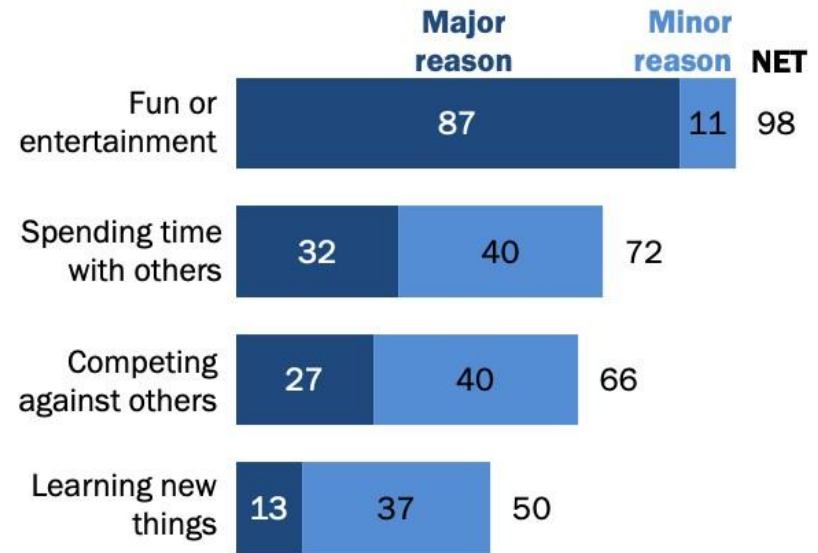


Effects

Reasons for Playing

Most common reason teens play video games is entertainment

Among U.S. teens ages 13 to 17 who play video games, % who say ___ is a reason why they play them



Note: Figures may not add up to the NET values due to rounding. Those who did not give an answer or who said it is not a reason are not shown.

Source: Survey conducted Sept. 26-Oct. 23, 2023.
"Teens and Video Games Today"

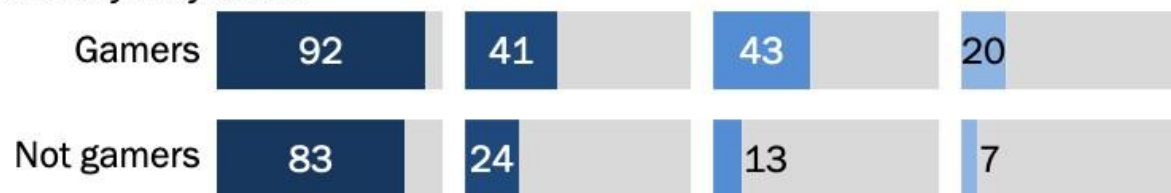
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Teen gamers are especially likely to say spending time and competing with others are reasons why they play

Among U.S. teens ages 13 to 17 who play video games, % who say ___ is a *major reason* why they play them



Among teen video game players who say they are ...



Note: Those who did not give an answer or who gave a different response are not shown.
Source: Survey conducted Sept. 26-Oct. 23, 2023.
"Teens and Video Games Today"

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Reasons for Playing

Some Case Studies

- The Blue Whale Challenge
- Just Dance
- FIFA
- Mario Kart



How to Read a Game?



- **Who made the game and why?**
- **What is included or excluded in the game world?**
- **What values or ideologies does the game promote or reinforce?**
- **How do players interact with content, and how does it affect them?**

Elements of Game

- **Players**
 - **Objectives**
 - **Rules**
 - **Procedures**
 - **Resources**
 - **Conflict**
 - **Boundaries**
 - **Outcome**
-





Lenses for Games

- Lens of the Player
- Lens of Surprise
- Lens of Skill vs. Chance
- Lens of Curiosity

Design Grammar

- What are the underlying models?
- What choices and actions does the player have available to him or her?
- What are the core elements of gameplay?
- What are the basic patterns of the game and how are they combined or recombined?





Example

- Understanding most of the games in the Legend of Zelda series includes understanding the cyclical nature of the activities the player is required to accomplish.

Example

- The player is usually required to
 - (1) find the entrance to a dungeon,
 - (2) enter the dungeon,
 - (3) discover a treasure, find keys, a map, and a compass,
 - (4) defeat a monster at the “bottom” of the dungeon, and
 - (5) obtain an item or power necessary for the next challenge.
-



Key Takeaways

- Encourage autonomous participation, utilize familiar tools, and design flexible, phased activities.
- Apply the Reflective Gaming approach to enhance students' understanding of game mechanics and decision-making processes, while also fostering reflective and analytical skills, if there are enough resources for appropriate guidance.
- Adopt the Game Analysis approach to support critical thinking, conceptualization, and functional analysis within existing school practices.
- Promote Conceptual Game Design to engage students creatively, fostering narrative and structural design.

Thank You
