

Gaming

What is iQ: smartparent?

iQ: smartparent is an Emmy-winning multimedia television and web series designed for parents that will empower them with new knowledge, tools, and abilities to successfully guide their children through the changing landscape of digital media and technology. It's a growing community of caregivers, national experts, educators, and parent bloggers who want to understand the opportunities and challenges of media as it relates to the development of their children. *iQ: smartparent* was created by WQED Multimedia in 2012.

About this Episode

More than 97% of kids play video games. How are today's leading educators inside and outside the classroom using game as motivation and as a learning tool? This episode of *iQ: smartparent* examines the world of games and how they help kids learn to solve problems and explore new ideas.

Discussion Questions

1. Talk about the culture of gaming in your family. What kinds of games do you find yourself playing alone, and what games do you play together? How do different games appeal to people of different ages?
2. After you play a game with your family, talk about the emotions that you experienced. Some major emotions people feel while playing games are joy, belief, love, surprise, pride, curiosity, excitement, awe and wonder, contentment, and creativity. What do you feel while you played? Why are emotions important to playing games?
3. Does your family make your own games? What kinds of games do you make? What tools are your favorites to make games?
4. Ask your kids: what would happen if you could spend a day playing games at school? Which games would you pick? What do you think you would learn?
5. Schell Games founder Jesse Schell talked about spending 20 minutes a day on pursuing your passion and learning to do something new. Talk about this with your kids: What could you explore for 20 minutes a day?
6. What values do you think games can teach your kids? How would you use games to teach digital citizenship and social responsibility?

About the Guest



Jessica Trybus serves as Senior Special Faculty at Carnegie Mellon University's Entertainment Technology Center (ETC) where -first as a graduate student then as teaching faculty - she has been leading and contributing to University initiatives related to combining education and gaming technologies since 2002. Her leadership of "games-for-learning" development has contributed to Carnegie Mellon's recognition as a pioneer in using game-based learning to teach people of all ages more effectively. Additionally in this role, Jessica was a founder of Pittsburgh's "kids and creativity" education group, which is now formalized and has attracted national funding for digital technology projects benefitting children. Jessica is also the founder of Simcoach Games (founded as Etcetera Edutainment), a Carnegie Mellon spin off company that delivers serious games - SIM (simple interactive measurable) COACH solutions - to organizations for assessing, training and coaching large workforces. The company, where she continues to serve as CEO, has been developing successful commercial applications of game-based learning software since 2005 that are being used within Fortune 500 companies across several industries and by tens of thousands of workers.

In 2009, Jessica was honored with an Ernst and Young's Entrepreneur of the Year award. Jessica is also a sought-after advisor who regularly consults with large corporations on how to effectively engage and communicate to the next generation of workforce. She has spoken at many international conferences -dealing with innovative technology, gaming, workforce safety and productivity, and education - primarily on the topic of using gaming technology for learning and training. Jessica also currently serves on various boards, including The Beckwith Institute (an organization related to the University of Pittsburgh Medical Center focusing on innovation in patient care), and The Andy Warhol Museum. Prior to Simcoach Games and Carnegie Mellon, Jessica was in Silicon Valley working with early-stage web and technology companies including AltaVista, which in the late 90s was the premier search engine dot-com. Jessica received her bachelors at Cornell University and her graduate degree at Carnegie Mellon University.

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Online Resources

Essential Gaming Guide

<https://www.commonsemmedia.org/videos/essential-gaming-guide>

Learning With Technology

<https://www.commonsemmedia.org/videos/learning-with-technology>

The Benefits of Interactive Games in the Classroom

<https://www.graphite.org/blog/the-benefits-of-interactive-games-in-the-classroom>

Games in the Classroom: What the Research Says

<https://www.graphite.org/blog/games-in-the-classroom-what-the-research-says>

The Most Engaging Games for the Classroom

www.commonsense.org/education/top-picks/the-most-engaging-games-for-the-classroom

Gaming the Curriculum

<https://www.graphite.org/blog/gaming-the-curriculum-0>

How and Why Do Games Help Kids Learn?

<https://www.commonsense.org/education/blog/how-and-why-do-games-help-kids-learn>

The Social and Emotional Benefits of Gaming: Metacognition and Relationships

www.commonsense.org/education/blog/social-and-emotional-benefits-of-video-games-metacognition-and-relationships

10 Great Games for Elementary

<https://www.graphite.org/top-picks/10-great-games-for-elementary>

10 Great Games for Middle School

<https://www.graphite.org/top-picks/10-great-games-for-middle-school>

10 Great Games for High School

<https://www.graphite.org/top-picks/10-great-games-for-high-school>

Great Games That Teach Strategy

<https://www.graphite.org/top-picks/great-games-that-teach-strategy>

Great Games for Physics

www.commonsense.org/education/top-picks/great-games-for-physics

Games for Improving Memory and Concentration

www.commonsemmedia.org/lists/games-for-improving-memory

3 Ways to Maximize Kids' Learning With Technology

www.commonsemmedia.org/blog/3-ways-to-maximize-kids-learning-with-technology

10 Surprising Ways to Spot a Great Video Game

www.commonsensemedia.org/blog/10-surprising-ways-to-spot-a-great-video-game

What's Really Best for Learning?

www.commonsensemedia.org/blog/whats-really-best-for-learning

24 Video Games You Can Feel Good About After School

www.commonsensemedia.org/blog/24-video-games-you-can-say-yes-to-after-school

Free Educational Apps, Games, and Websites

www.commonsensemedia.org/lists/free-educational-apps-games-and-websites

14 Tools to Turn Game Obsessed Kids Into Genuine Game Designers

commonsensemedia.org/blog/14-tools-to-turn-game-obsessed-kids-into-genuine-game-designers

Does Playing Lots of Video Games Benefit My Kid In Any Way?

commonsensemedia.org/learning-with-technology/does-playing-lots-of-video-games-benefit-my-kid-in-any-way

Can Apps or Games Help My Kid's Mind Stay Active During School Breaks?

<https://www.commonsensemedia.org/learning-with-technology/can-apps-or-games-help-my-kids-mind-stay-active-during-school-breaks>

Is My Minecraft Obsessed Kid Learning Anything While He Plays?

commonsensemedia.org/learning-with-technology/is-my-minecraft-obsessed-kid-learning-anything-while-he-plays

Common Core Friendly English and Language Arts Apps and Games

commonsensemedia.org/lists/common-core-friendly-english-and-language-arts-apps-games-and-websites

Common Core Friendly Math Apps, Games, and Sites

www.commonsensemedia.org/lists/common-core-friendly-math-apps-games-and-websites

How Video Games Helped My Kids Get Along

<https://www.commonsensemedia.org/blog/how-video-games-helped-my-kids-get-along>

From Minecraft to Modding, a Summer Tech Camp Explainer for Parents

commonsensemedia.org/blog/from-minecraft-to-modding-a-summer-tech-camp-explainer-for-parents

Best Play-Together Games for Families

<https://www.commonsensemedia.org/blog/best-play-together-games-for-families>
<https://www.commonsensemedia.org/best-for-learning-lists>

Game Making Tools for Schools

www.commonsense.org/education/top-picks/game-making-tools-for-schools



Games and Apps with Great Teacher Support

www.common sense.org/education/top-picks/games-and-apps-with-great-teacher-support

Digital Compass

<https://www.common sensemedia.org/educators/digital-compass>

US Department of Education Office of Educational Technology: Games for Learning Site

<http://tech.ed.gov/games/>

Video: Games and Learning: Video Case Studies, from Joan Ganz Cooney Center

www.gamesandlearning.org/tag/video-case-studies/

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