

IMPACT GUIDES AND CO-PLAY

PARENT RESOURCES

Research shows that co-viewing television shows, like Sesame Street, promotes deeper engagement with content than when children watch alone. Simply put, when parents watch educational shows with their children, children learn more. We believe this is also true for co-playing the right video games with your children.



Parents believe their children have learned a lot from media, and many report that educational media has sparked their children to take actions that extend beyond the screen, such as undertaking projects inspired by educational media.
-- The Joan Ganz Cooney Center





While video games provide a powerful anchor point, it is through the interactions around the game that the real potential of co-play is unlocked - this is where the Center for Games & Impact Impact Guides can provide support. In addition to the situations that arise organically during the time spent together, Parent Impact Guides help facilitate moments where you and your child play and solve problems together and connect the game to the real world.

We suggest that you do not introduce these games to your kids as an educational experience. Rather, encourage your children to see these games as they were generally created, intended to be engaging and entertaining. Invite your child to watch the game trailers with you and perhaps mention some of the big commercial games that the developer has worked on to provide some credibility.

In fact, the best way to make games a safe, fun, and enriching part of everyday life is for parents to take an active interest... It also proves encouraging to children, provides a shared activity all ages can come together over, and fosters greater communication and understanding across generations.

-- VideoGamesandKids.com

Co-playing can take many different forms:

-  If you are comfortable with video games, you may be able to **jump right in and play together with your child**.
-  If your child is a more experienced gamer, she or he can **serve as your guide and mentor** in the experience.
-  Sometimes with younger children, you might be more experienced and can serve as a **guide or mentor**.
-  Even if you are not comfortable with gaming, you can watch your child play with a sibling or friend, and **talk with them as they play**.

Additional Resources for Video Games & Co-Play

Joan Ganz Cooney Center at Sesame Workshop

<http://www.joanganzcooneycenter.org>

Common Sense

<http://commonsensemedia.org>

ESRB: Parent Resources

<http://www.esrb.org/about/resources.jsp>

Play2Connect

<http://play2connect.org>

Mindshift: How Will We Learn?

<http://blogs.kqed.org/mindshift>

Video Games and Kids

<http://www.videogamesandkids.com/>

Engaged Citizenship | EFFECTIVE COLLABORATION

Spaceteam: PARENT IMPACT GUIDE

Ages 10+ | 2-4 sessions, about 15 minutes per session

I think games are a really good way of getting back to that sense of connectivity, of getting together, so yeah, I think games provide a way of connecting us that other media do not, like books or movies for instance.

-- Henry Smith, creator of Spaceteam



ABOUT SPACETEAM

Spaceteam is a mobile multiplayer game available in the iPhone App Store or Google Play for Android. The game connects two to four players over WiFi or Bluetooth, and displays a unique array of buttons and functions on each player's screen. When gameplay begins, different instructions appear onscreen for each player, and players must communicate those instructions so that the group can complete tasks before time runs out. For more information, visit <http://bit.ly/1g37ZAt>

THEME FOR THIS GUIDE: Effective Collaboration

To succeed in *Spaceteam*, players must balance communicating tasks, listening for instructions, performing necessary duties, and prioritizing each of these according to how much time is left to complete any one task. The time-sensitive nature of *Spaceteam* naturally causes every player to assume that what he or she has to say is most important-- however, for effective collaboration Spaceteams respect each other and work together in harmony.

HOW TO USE THIS GUIDE

Challenge your child to play *Spaceteam* and consider the lessons it offers in effective collaboration. Players must communicate tasks to the group under stress and navigate the appropriate balance between giving directions and following directions. As you play together, reflect: how did your team operate when the game first began? How did your communication evolve, and why? How might this evolution apply to life outside *Spaceteam*? Use this guide and the Player Impact Guide to become familiar with *Spaceteam*.

Answer the questions below and record your answers on a separate sheet of paper.

DISCUSS THE GAME

... the gameplay

- Assemble a team of family and friends and play a few rounds of *Spaceteam*.
- How often did you fail to perform a task because you forgot that the button was on your screen?
- Consider the challenges of needing to complete a task that depends on another person's actions. How did you alter communication if someone was clearly overlooking a button on his or her screen?

... the game's impact

- How does the time mechanic in *Spaceteam* apply to teamwork at home or at school?
- What else did you learn playing *Spaceteam* that applies to collaboration at home, work, or school?
- Communication and common understanding is core to collaboration. Consider your communication strengths and list some strategies to also improve communication in our family.

INTERACT WITH THE GAME

- Have your child pick two game achievements and describe how they were earned and what they mean.
- Have your child setup two challenges, and watch as they complete them.
- Play the game yourself, and complete the "Game Basics" section of the player Impact Guide.
- Solve one challenge that your child sets up for you to complete with their help.

SHARE THE GAME

- Post a positive reflection on the CGI Facebook page: <http://facebook.com/gamesandimpact>
- Engage in conversations with other parents about your experience using the guide and playing the game.
- Host a "Game Slam" event, using these and other challenge questions you create.

Family Challenge: Can your team get beyond level ten? If not, brainstorm ways to improve the strategy until you can. Then, record yourselves playing the game, and upload the recording to YouTube. In the video's description, summarize your strategy and why you consider it so effective. Share the link on the Center for Games & Impact Facebook page at <http://facebook.com/gamesandimpact>.