

<p>Stats on gaming</p> <ul style="list-style-type: none"> ● 59% of people in the United States play video games ● average age is 31 years old ● 77% play for more than an hour per day ● average eight-to-18 year old plays video games for 13.2 hours a week <p>Teach on the SWATting video</p>	<p>6:22</p> <p>The purpose? Entertainment.</p> <p>Potential uses? Use against opposite players.</p> <p>Teach about Immersion - Robbie Cooper</p>
<p>The immersive qualities of video games</p> <ul style="list-style-type: none"> ● Games are developed around human desires <ul style="list-style-type: none"> ○ Developed around the idea of promoting feelings of belonging, power, pleasure, connectedness, uniqueness, community ● Games draw in kids <ul style="list-style-type: none"> ○ Kids already can have difficulty drawing lines between fantasy and reality... ● Games ultimately cannot fulfill the real desires people have through virtual means. <p>http://www.nytimes.com/video/magazine/1194833565213/immersion.html http://www.nytimes.com/slideshow/2008/11/18/magazine/20081123-games_7.html</p>	<p>Box Office 2013 - worldwide</p> <p>-http://www.gamesindustry.biz/articles/2014-06-25-game-software-market-to-hit-usd100-billion-by-2018-dfc</p> <p>-“Statistics and facts about the film industry,” Statista.com, accessed October 17, 2014, http://www.statista.com/topics/964/film,</p> <p>-Total Global Revenue for the Film Industry is just over \$90 - http://www.pwc.com/gx/en/global-entertainment-media-outlook/segment-insights/filmed-entertainment.jhtml</p> <p>- “Statistics and facts about the music industry in the U.S.,” Statista.com, accessed October 17, 2014, http://www.statista.com/topics/1639/music.</p> <p>- Discuss how this change in revenue is also reflected in the change of gaming’s popularity</p>
<p>http://es.me/news/2014/10/29/south-korea-esports-fastest-growing-industry-country/</p> <p>Stadium in Seoul which held the football (soccer) World Cup Semi-Finals with 40,000 fans. Changed out for video game tournament.</p> <p>With the change of popularity culture is not forming around this new powerhouse.</p> <p>When you have professional sports - then you need professional athletes, who then become idolized...</p>	<p>-http://www.pcgamesn.com/starcraft/shakeups-starcraft-star-players-bomber-and-mc-leave-their-respective-teams</p> <p>- Bomber, a StarCraft 2 player, winning a tournament.</p> <p>- Bomber coming to play in the US because of easier competition - we in the US are not as extreme as other countries when it comes to gaming, so we can also look at other countries for how they deal with different issues around video game addiction. (Discussion for this topic is at the end of the presentation, just hint at it)</p> <p>- The professional gamers are now just starting to make some real money, the best hitting 6-digit salaries and approaching 7-digit salaries in the next few years.</p> <p>- This rise in popularity draws attention of people who want to “go pro”</p>

<ul style="list-style-type: none"> - Tournaments are being set up everywhere now, many are small but there are getting to be tournaments that involve filling entire warehouses with gamers who compete. - Youth don't see how contested this position is - the fact is that only 1:30,000 people in the US are professional athletes. It is hard to be on the top. - There is also a huge trend where gamers are trying to improve, so they look for advice from the best, or simply want some entertainment while they are in between matches. - next slide! -http://www.huffingtonpost.com/2013/12/16/korean-gamer-visa-starcraft-2_n_4453742.html -http://www.post-gazette.com/business/tech-news/2014/11/23/Video-games-gain-new-ground-athletic-scholarships/stories/201411230082 	<ul style="list-style-type: none"> - Twitch is a video streaming website that allows players to record and stream what they are playing LIVE to the internet, and others can watch. - This is a picture of a stream owned by a professional League of Legends player named "Dyrus".- Advertisements cost 3X more on Twitch than most other website domains because it has a target audience of 12-45 year old males who play video games. (that is the most common, but not the ONLY people who watch twitch.tv) - The most popular twitch streamers can make up to \$2,000 from advertising revenue - though they often will be streaming for 8-16 hours in a day. - Phones are probably the most pursued immediate avenue for growth in the gaming market. - http://www.cnbc.com/id/101380550#.
<ul style="list-style-type: none"> - Phone games made up 10% of the revenue that games made, but they are expected to reach 30% of the total revenue of gaming by the end of 2015. - Phone gaming is good because it has a large audience (1.75 billion people have phones that can download games) as well as having such simple access that people rarely can escape from them! - Phone games make money through a bunch of different methods, Candy Crush developer King.com was making \$633,000 per day, earning upwards of \$230 million annually -http://www.eonline.com/news/454970/candy-crush-makes-almost-a-million-dollars-per-day-admit-it-how-much-have-you-spent-on-the-game - Pre-teach how this game works a little, and then explain the video. 	<p>http://www.businessinsider.com/analyst-candy-crush-may-generate-hundreds-of-millions-of-dollars-per-year-2013-7</p> <p>Tough on the next slide - Oculus Rift</p>
<ul style="list-style-type: none"> - They are working toward integrating more of our senses into video games - Oculus Rift is paving the way for our sight. - This allows for a very immersive experience, especially combined with surround sound. - This project is being backed by two massively growing industries - the gaming industry and the porn industry. - Facebook bought Oculus Rift for 2 billion dollars! 	<p>RPG/MMORPG - storylines, sharing the experience with other people.</p> <p>Shooter games - adrenaline junkies!</p> <p>Sports games - adrenaline junkies!</p> <p>Action - Storyline/adrenaline junkies!</p> <p>Real Time Strategy - Intense strategy, competitive</p>
<p>http://www.esrb.org/ratings/ratings_guide.jsp</p>	<ul style="list-style-type: none"> - The Pleasure Principle is concerned with the receptors in our brain receiving increased amount of the neurotransmitter dopamine - the feel good neurotransmitter. - This is something that is really good! But if we develop a dependence on it then we might struggle to find independence from it. -http://www.helpguide.org/harvard/how-addiction-hijacks-the-brain.htm + http://frpic.com/food-vector/

<p>With video game addiction there can be a lot of anxiety because the individual is used to a high level of stimulation. When video games are being used most people who are addicted to it will lose track of what else is going on - it is an escape in many cases - and the individual can lose track of time.</p> <p>When they get used to that amount of stimulation</p>	<p>up to 22 seconds</p> <p>Comorbidity to take meds/drugs to improve game level. Gamers possibly more prone to addiction</p> <p>“what kind of impact will this have on the development of a youth?”</p>
<ul style="list-style-type: none"> - Neurodevelopment can be delayed in areas with the overemphasis of a certain issue. - Brain plasticity - pruning what is not used and growth in the areas that are used. - The issue with video game addiction is that it creates a need for constant stimulation. 	<p>WALL-E!</p> <p>Talking about the necessity of being stimulated for the addict</p>
<ul style="list-style-type: none"> - Do video games cause violence? - not directly. They are shown to increase the probability of aggressive responses to situations. - Do video games create violent people or are violent people attracted to video games? 	<p>http://www.gamecareerguide.com/features/1289/tackling_the_gamer_identity_php?page=2 http://onlinelibrary.wiley.com/doi/10.1111/j.1083-6101.2008.00428.x/abstract;jsessionid=27ABDE6FA9206677D848E8594F5733D7.f03t02</p>
<p>Finding acceptance and a niche</p> <ul style="list-style-type: none"> ● Tae-Kwon-Do ● Youth Groups ● Boys and Girls Club ● Headwaters School of Music <ul style="list-style-type: none"> ○ Music Lessons ● *Call School for Activities* <p>Finding ways to connect with video games</p> <ul style="list-style-type: none"> ● Activities that earn game time ● Reading earns game time ● Family trip rewards! ● fitness/dance games ● The pitfalls of media/games - the ability to think and be critical <p>Parental controls</p> <ul style="list-style-type: none"> ● NO computers in room ● Gaming systems ● tv ● phone? 	