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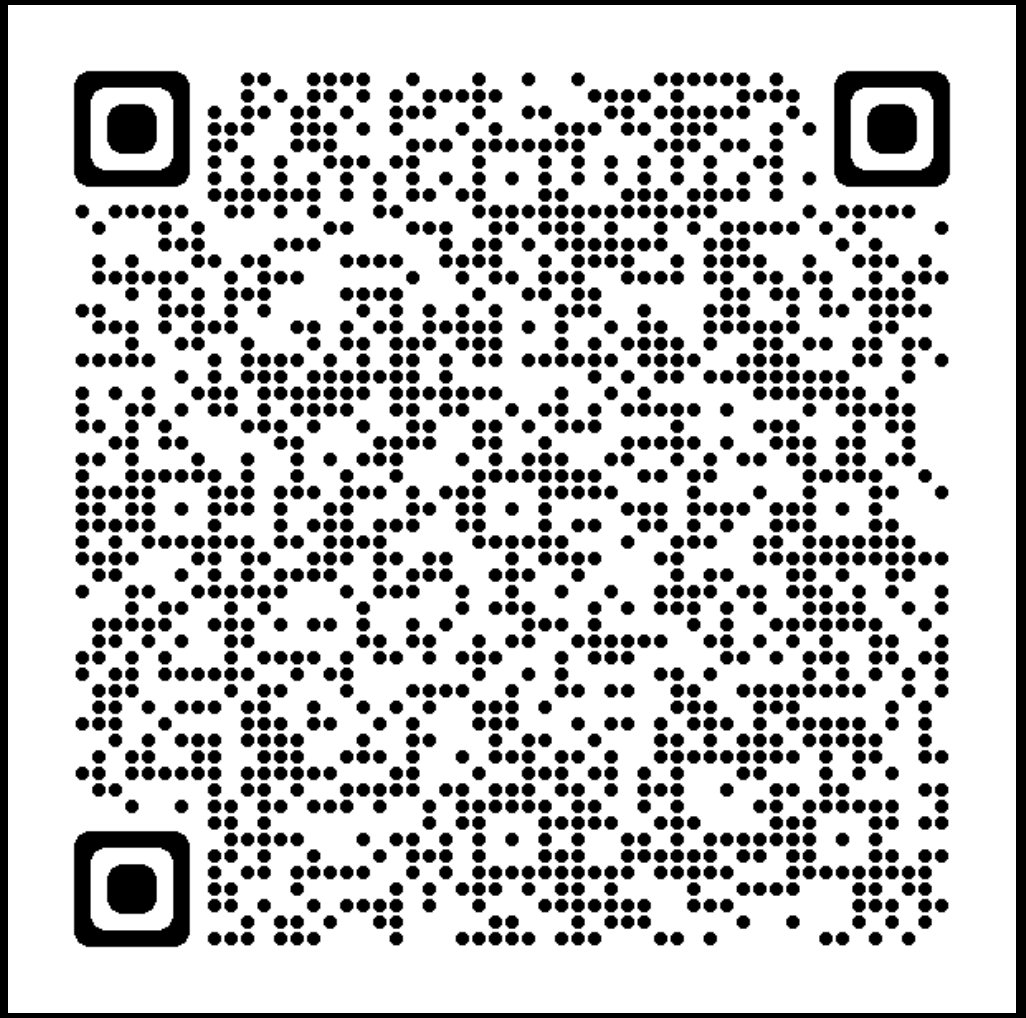

Our Next PTG Tech Talk

Tuesday April 18th, 2023

Time: 8.00 – 9.30am

Location: Con 420

Topic: Artificial Intelligence in Education

PTG Tech Talk 2022-23

Date	Location Booked	Time
[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]
18 Apr 2023	LIB-207 (Library Green Room)	08:00 - 09:30 AM
9 May 2023	LIB-207 (Library Green Room)	08:00 - 09:30 AM
6 Jun 2023	LIB-207 (Library Green Room)	08:00 - 09:30 AM

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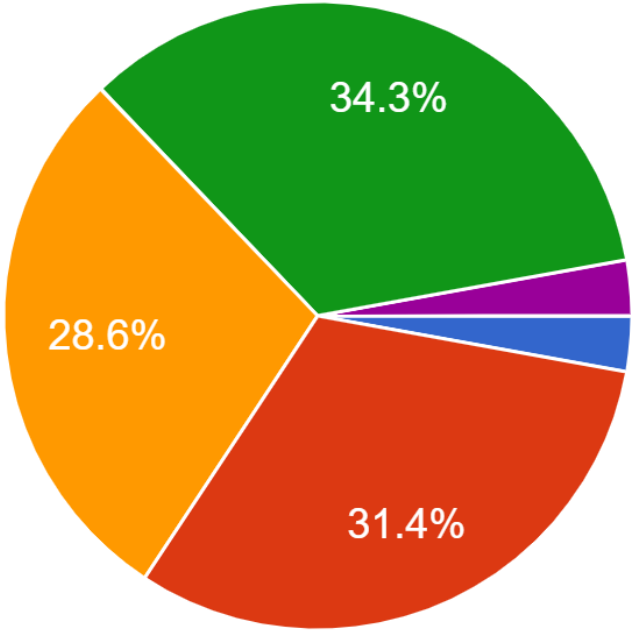
Our audience…

What stage is/are your child(ren)?

35 responses



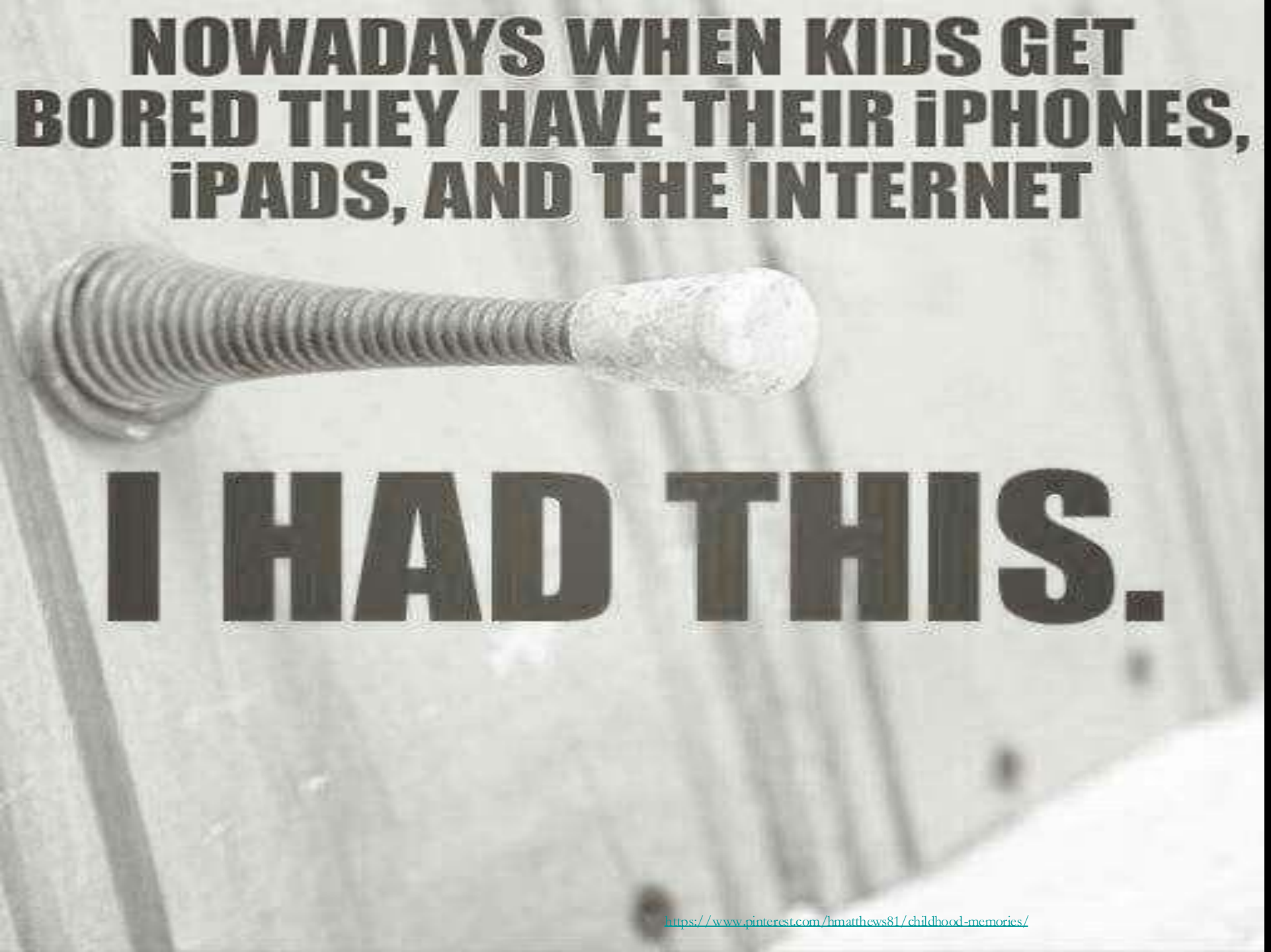
- Foundation Stage (Nursery, FS1, FS2)
- Key Stage 1 (Year 1, Year 2, Year 3)
- Key Stage 2 (Year 4, Year 5, Year 6)
- Key Stage 3 (Year 7, Year 8, Year 9)
- Key Stage 4 (Year 10, Year 11)
- Senior Studies (Year 12, Year 13)

Topics

The pros and cons of gaming
The warning signs of excessive gaming
Strategies for parents of gamers
Gaming from a student perspective

Questions from our audience…

(Optional) Please use the space below to send us your questions, concerns or topics you would like to be addressed in this and/or future workshops.
Hello, could you please talk about kids addiction to screens, also how to prevent it or what to do if they are already suffering from it. Relevant for Foundation, key stage 1, 2 kids
How much time spent on gaming is acceptable
Minecraft, and about kids watching YouTube videos on gaming
My child doesn't have tik tok and IG, and I don't plan for her to have them. She never asked for it. But if it helps with her social skill, I will encourage her to have them. Thanks
One hour game (Rolbox) on Monday to Friday and two hours in weekend, is it too much for Y3 and Y5 kids?
What is the right limit for kids at each year to play Minecraft at home? Are there any guidelines?
When many kids are playing online games in the same class, the parents feel they have difficulty in managing their screen time and drawing attention away from playing games. The kids sometimes complains that they can't make friends with classmates if they don't play the games.



https://www.pinterest.com/hmatthews81/childhood-memories/

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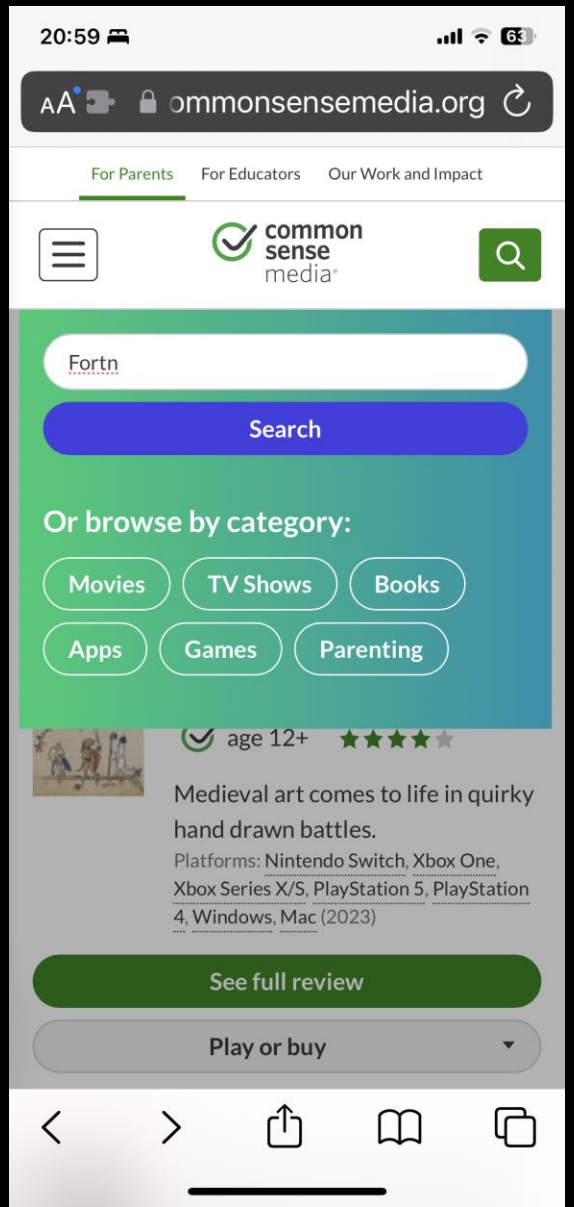

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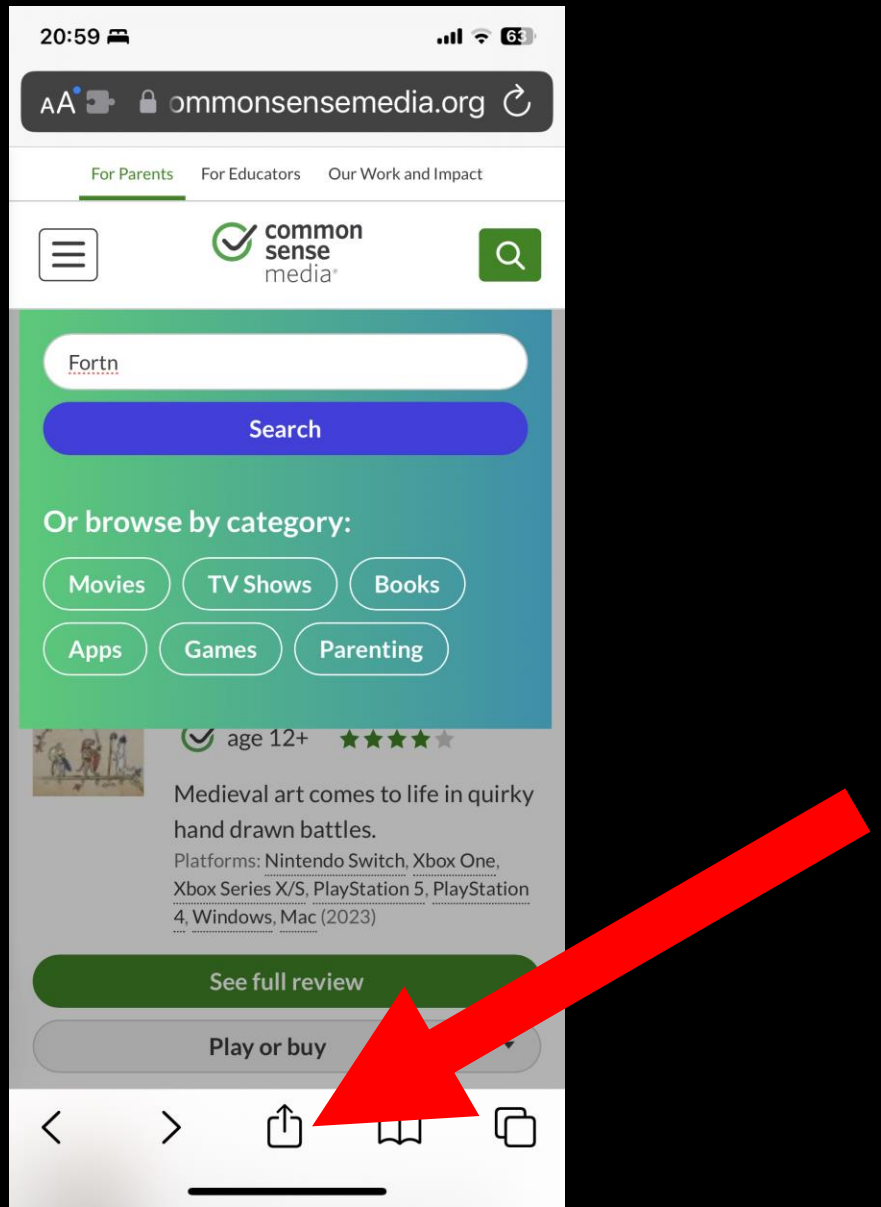

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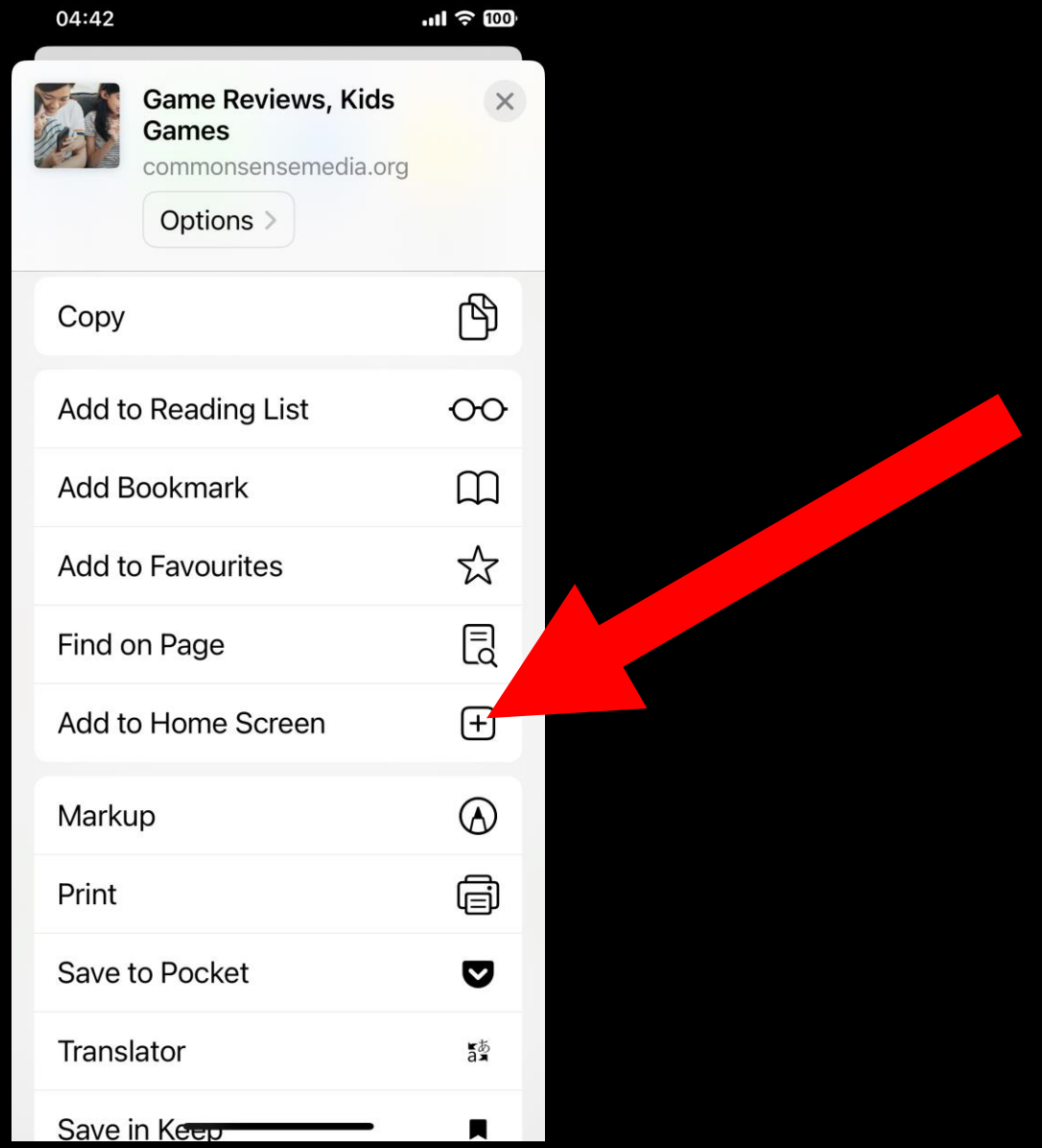

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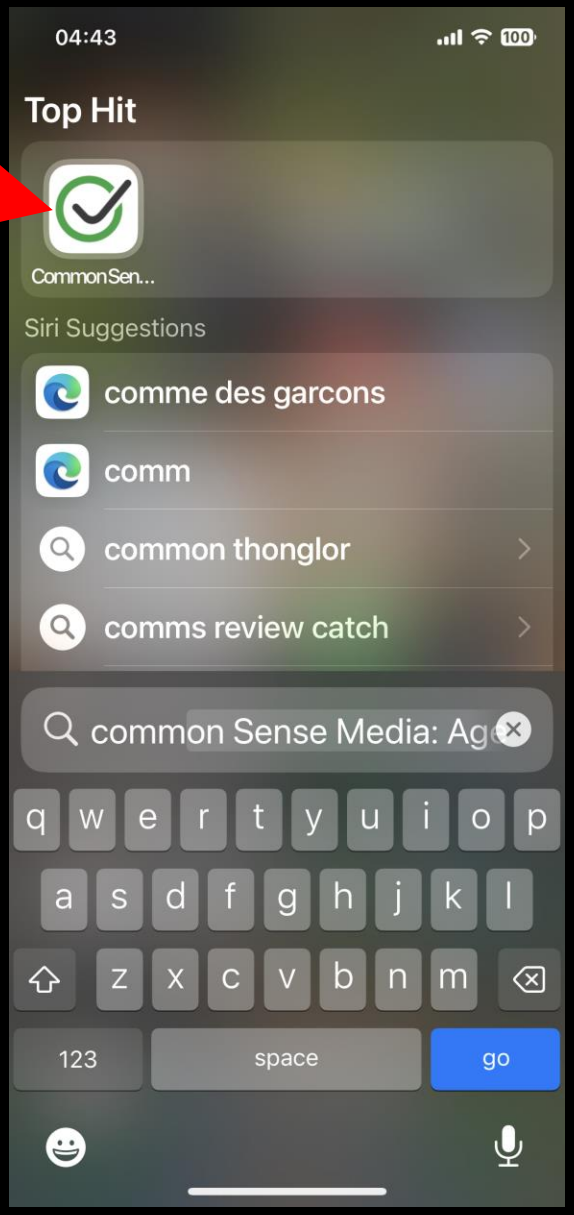

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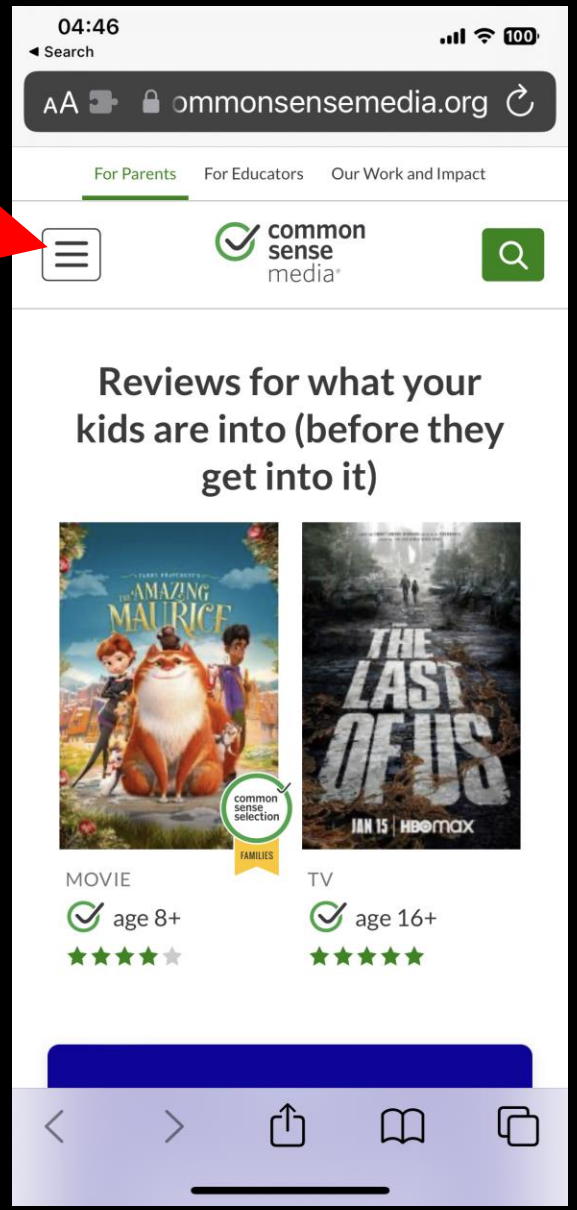
Explore Gaming on Common Sense Media



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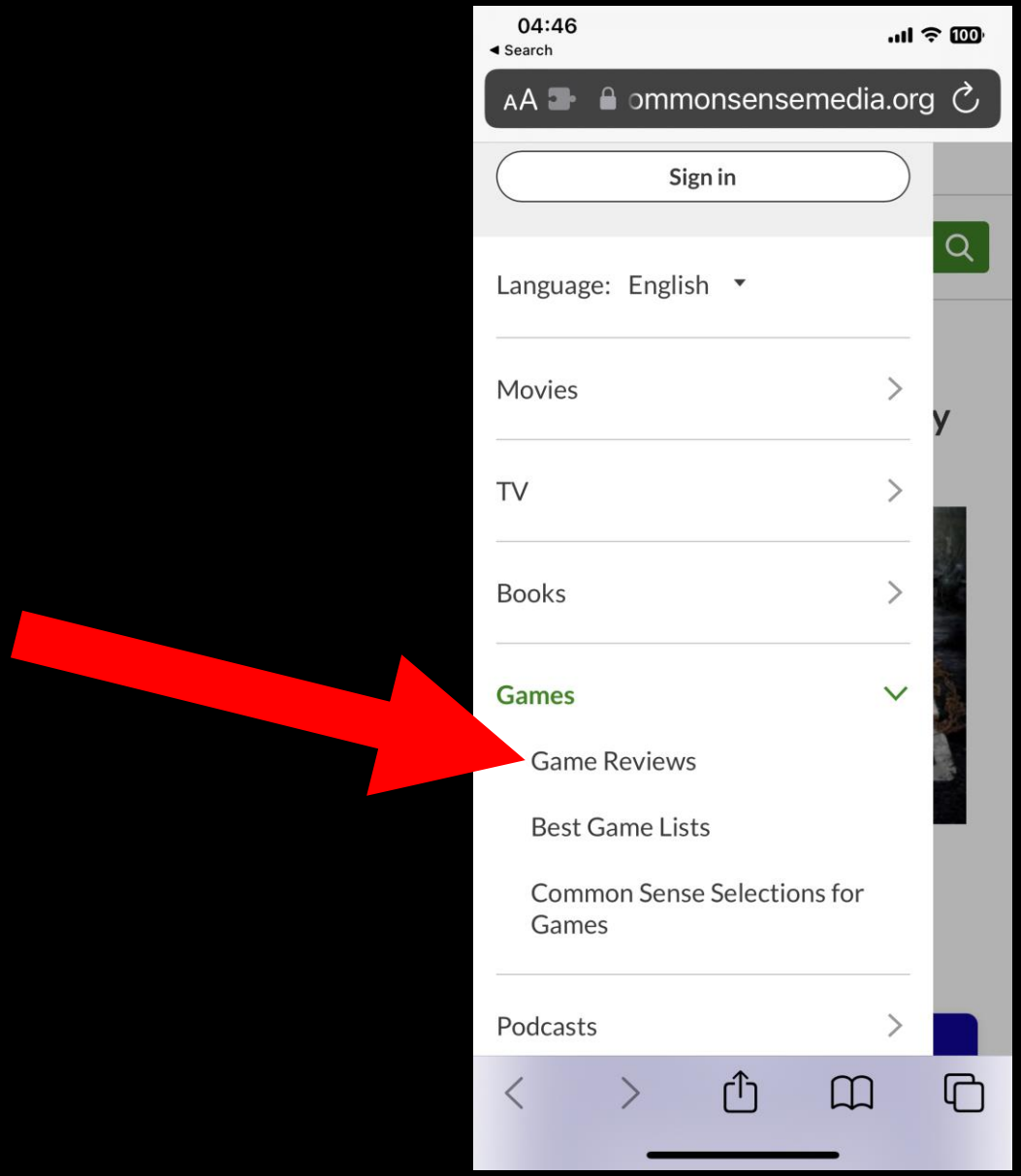

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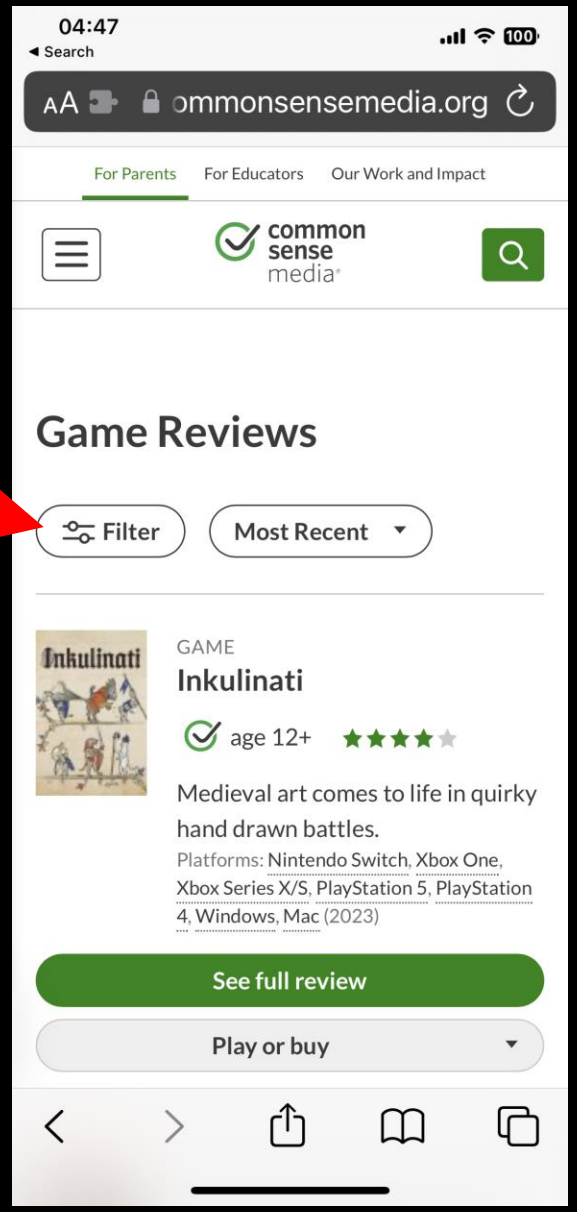

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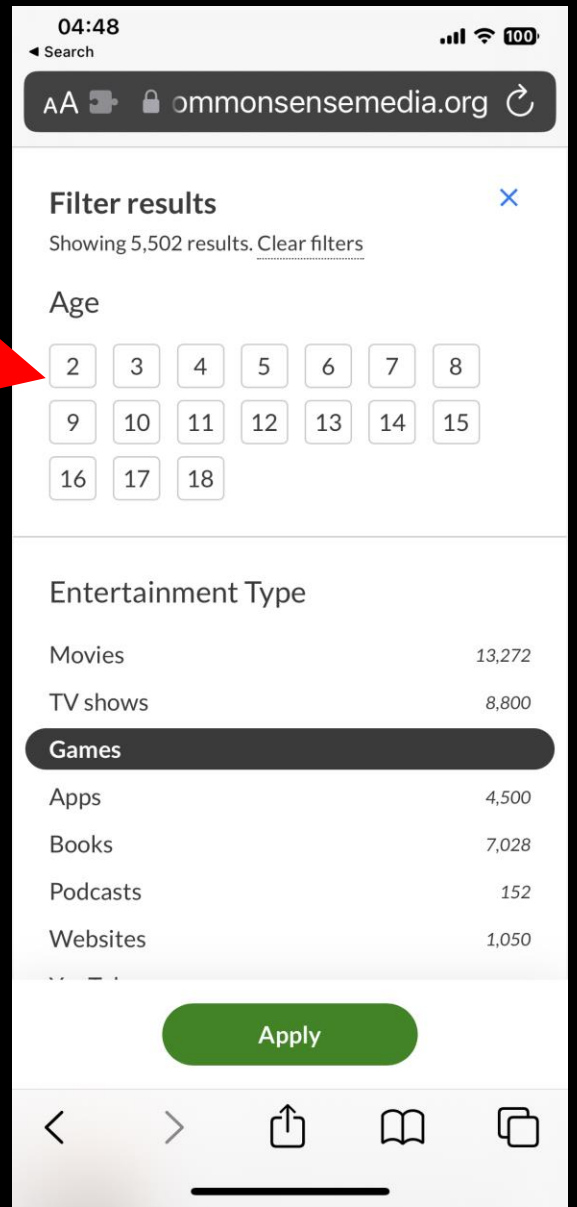

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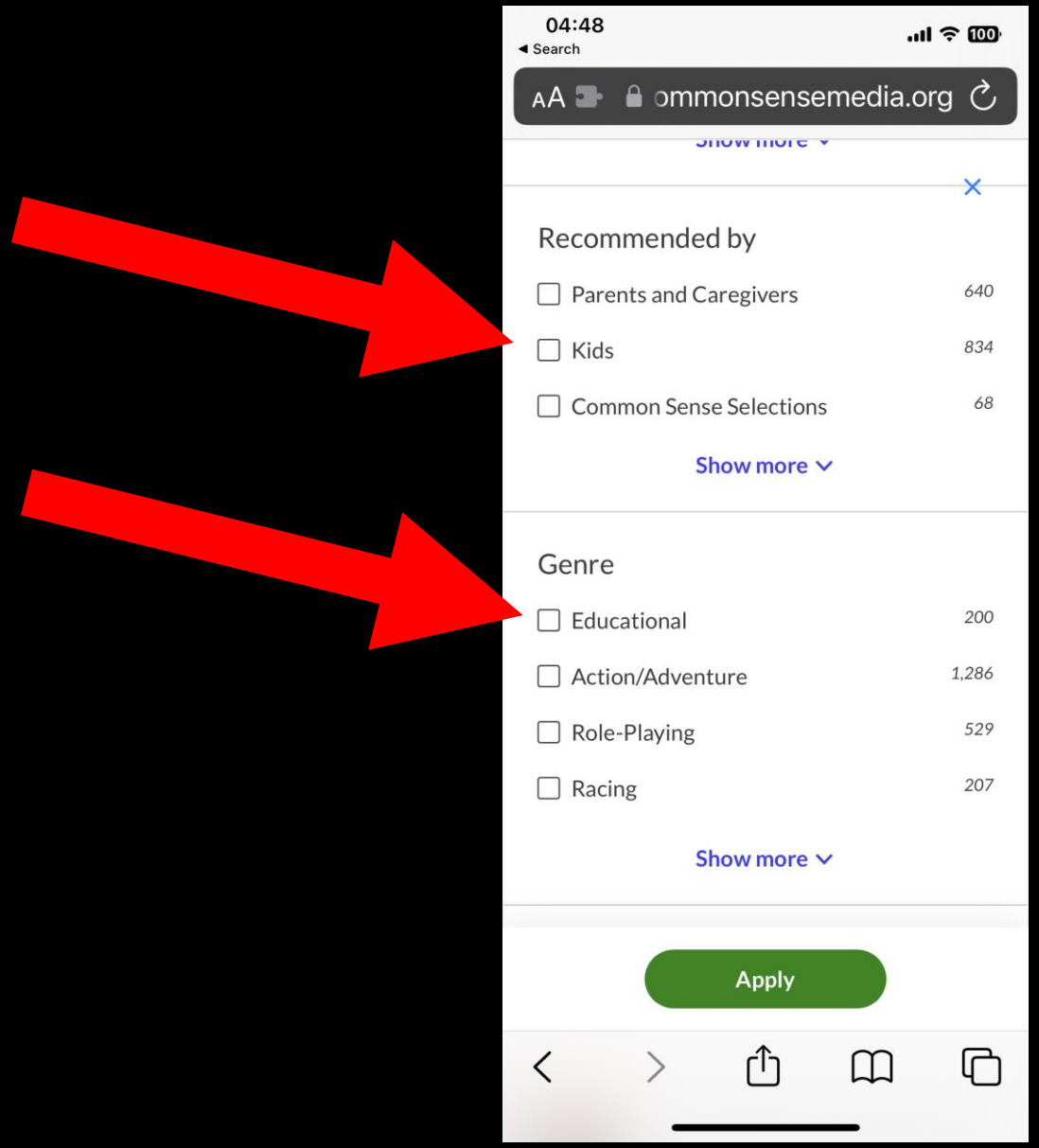
Explore Gaming on Common Sense Media



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Q1 What advice would you give to a younger version of yourself about gaming now that you are older?

Pros of Gaming

Although research is still ongoing on the pros and cons of video games, some studies thus far have shown the following benefits when an individual plays video games:

1. Improved cognitive functions
2. Problem-solving skills and the use of logic
3. Hand-to-eye coordination
4. Faster and more accurate decision-making
5. Improved eye for details
6. Social activity and teamwork

Source: What Are the Pros and Cons of Video Games? (gamequitters.com)

Q3 What positives and negatives have you experienced from gaming?

Cons of Gaming

Despite several benefits of playing video games, there are also many disadvantages of video games that might impact the quality of your life.

These are the most common cons of video games:

1. Video games can make you addicted
2. Elevated risk of aggression
3. Games replace real-world problems
4. Some games promote gambling
5. Decreased physical and mental health
6. Lack of focus and concentration

Source: What Are the Pros and Cons of Video Games? (gamequitters.com)

Q2 What advice would you give to parents of gamers?

What are the warning signs for gaming disorder?

The World Health Organization (WHO) has recognized "gaming disorder" as a condition in the 11th Revision of the International Classification of Diseases (ICD-11). The following are warning signs that may indicate gaming disorder:

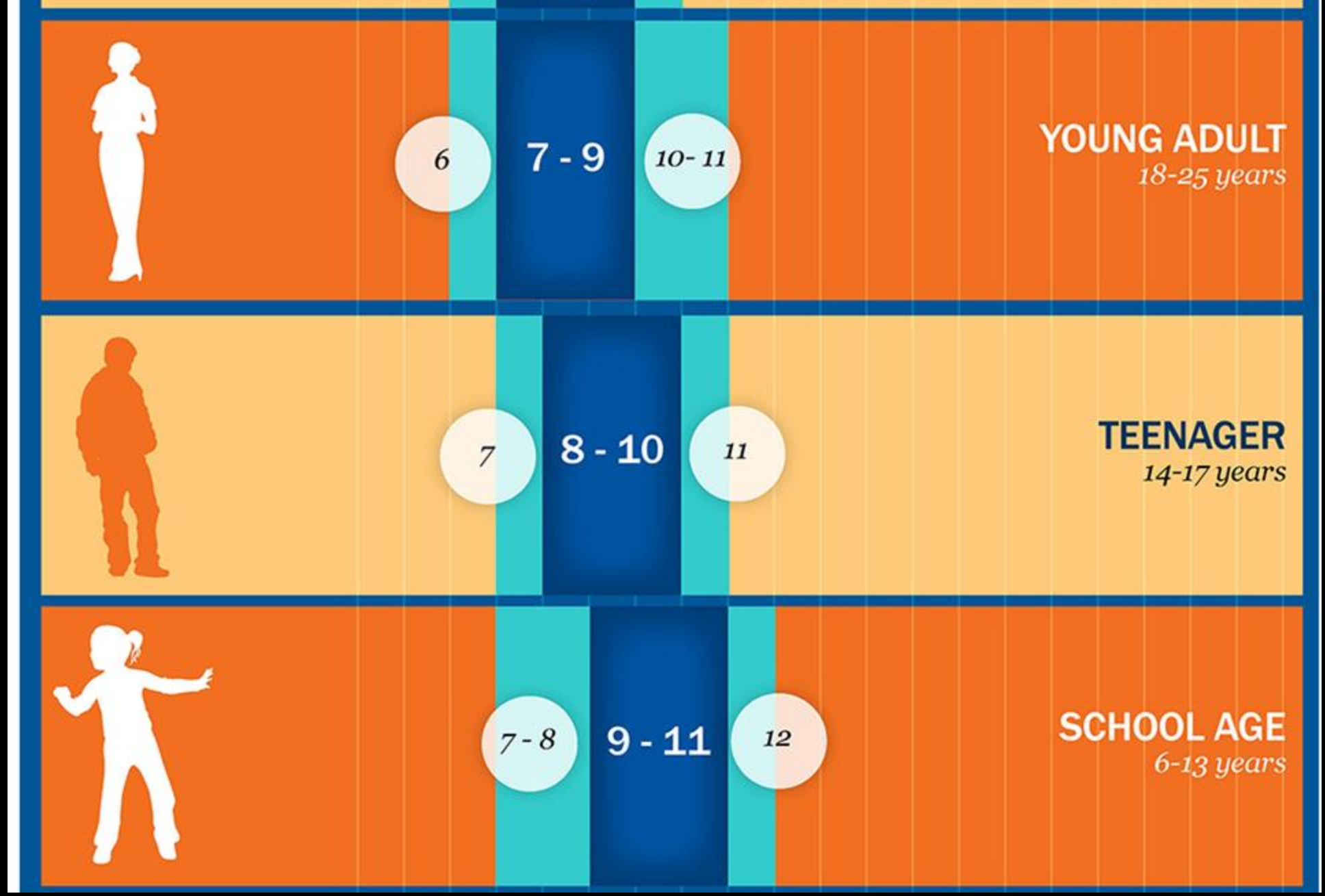
1. Preoccupation with gaming, thinking about past gaming experiences, or planning future gaming sessions
2. Gaming becomes the priority, taking precedence over other life interests and daily activities
3. Continuation or escalation of gaming despite negative consequences such as decreased performance at work or school, strained relationships, and physical or psychological harm
4. Withdrawal symptoms such as irritability, anxiety, or depression when not gaming
5. Tolerance, where the individual needs to spend increasing amounts of time gaming to achieve the desired excitement or satisfaction.

It is important to note that these symptoms should be persistent for at least 12 months before a diagnosis of gaming disorder can be made. Additionally, it is crucial to seek professional help to determine the underlying cause of the problematic gaming behavior.

Regenerate response

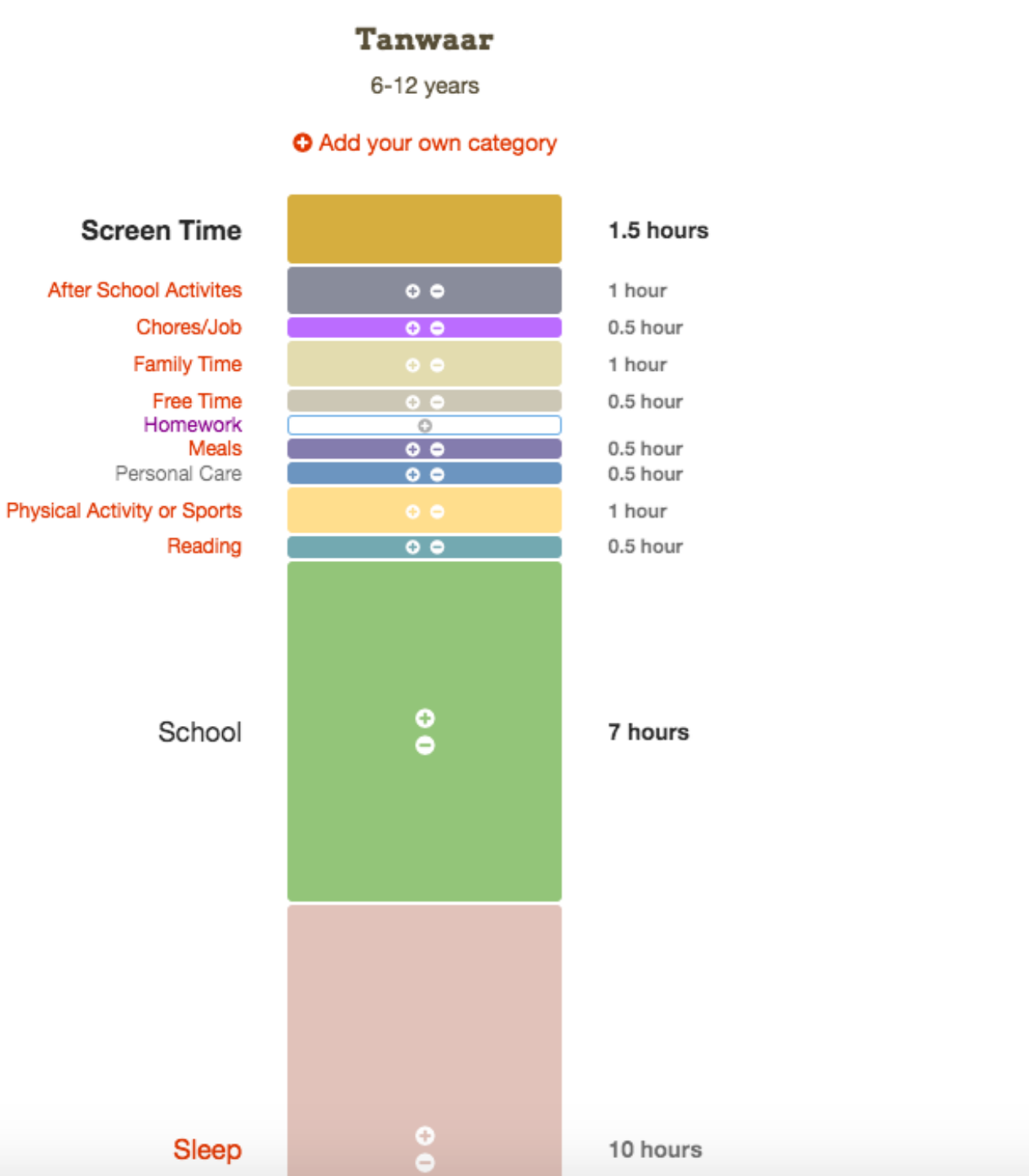
[Further Reading: Gaming disorder (who.int)]

Q5 How long do you think you should play computer games for?



https://sleepfoundation.org/sleep-topics/teens-and-sleep

https://www.healthychildren.org/English/media/Pages/default.aspx#calculator



Q4 How do you know what games you should be playing based upon your age?

Playful by Design

Free Play in a Digital World

Survey report and findings

Prepared by Family Kids & Youth
November 2021

DIGITAL FUTURES COMMISSION
Innovating in the interests of children and young people

5RIGHTS FOUNDATION

FK&Y Family Kids & Youth

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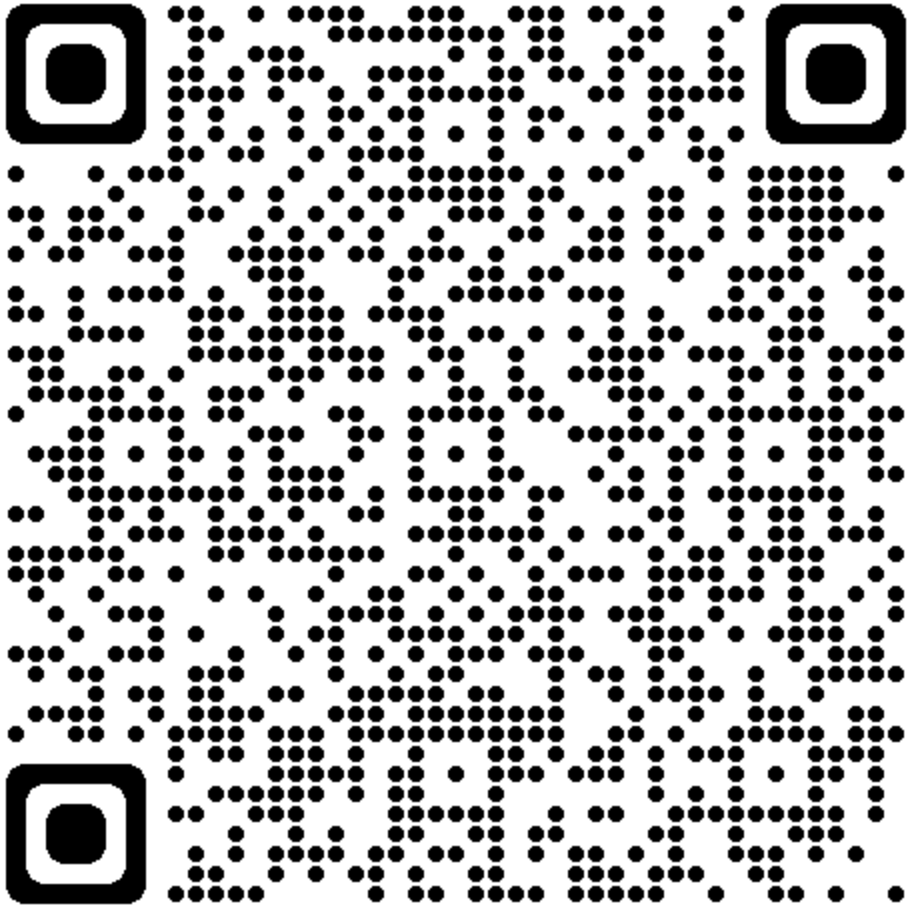
Playful By Design



Aims and objectives

The overall objective of the survey research is to assess what apps and games children and young people are currently using, how these are used for play and what other activities including non-digital play they undertake, together with background information on their well-being.

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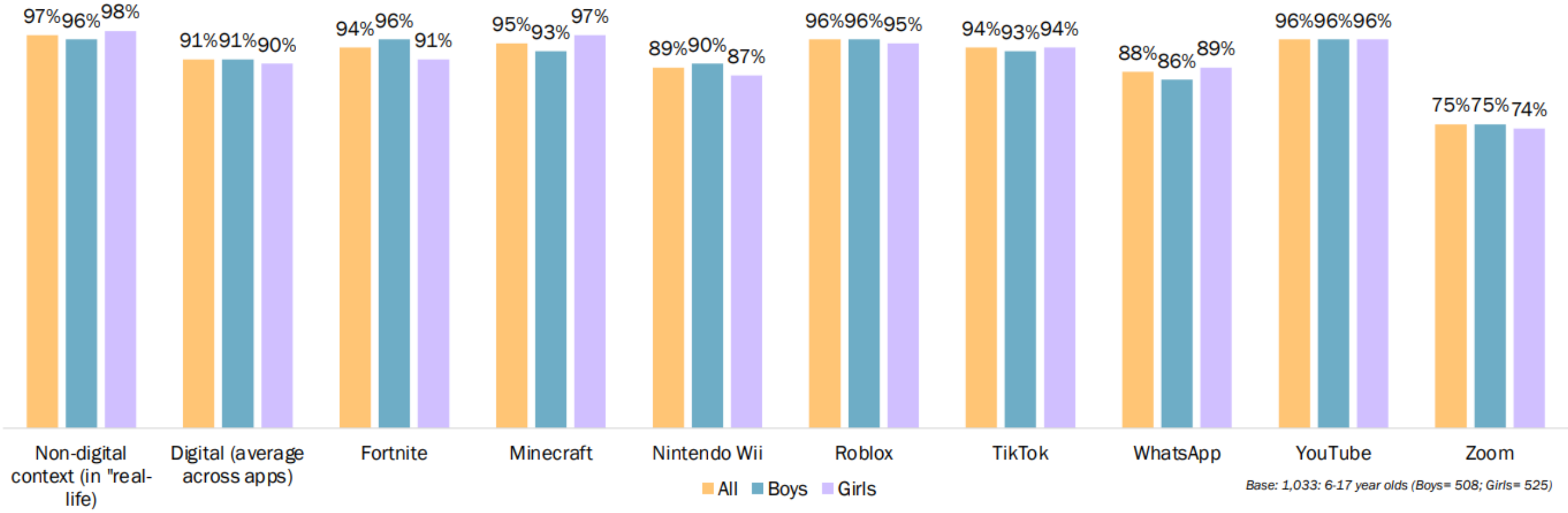
Thinking about the time you recently had a good time playing or being playful in “real life”, how much do you agree or disagree with the following?

“I had a great time” - % NET Agree

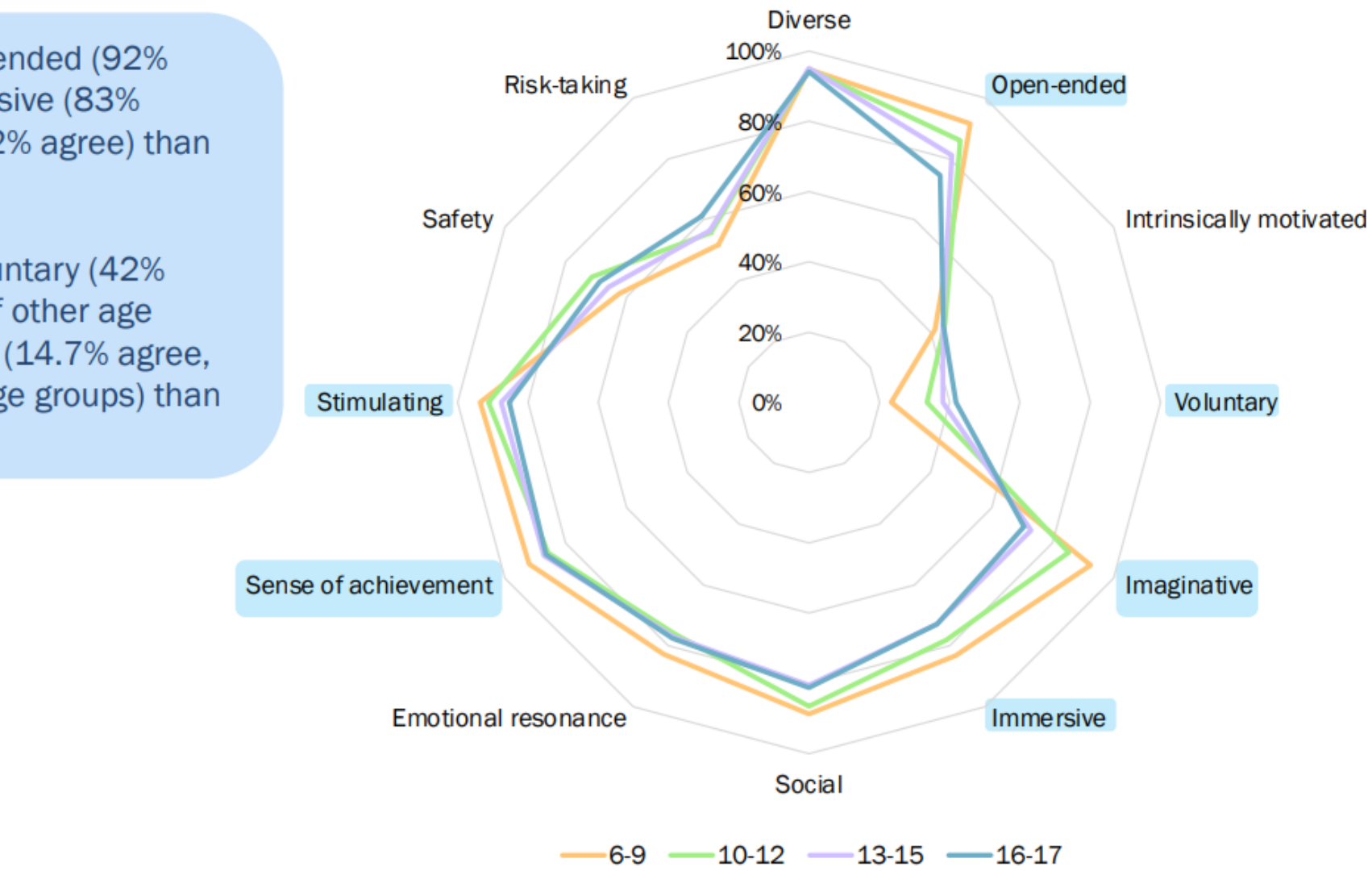


- Children agree they “had a great time” playing in real life (97%) more than they do with digital products and services (on average 91%).
- The exception is playing with YouTube. As many children enjoy playing with YouTube (96%) as they do playing in real life (97%).

Qualities of free play in real life by age

Play for 6-9s is significantly more open-ended (92% agree), imaginative (93% agree), immersive (83% agree), with a sense of achievement (92% agree) than play for other age groups.

Play for 16-17s is significantly more voluntary (42% agree*, compared with 23% or above of other age groups), but less likely to be stimulating (14.7% agree, compared with 12% or under in other age groups) than play for other age groups.



Statistically significant (among the mean scores) at the 99% confidence level.

* Children answered the following statements about voluntary intrinsically motivated play and safety in play, asked in reverse, namely 'It's hard to stop playing like that even when I've had enough', 'I play like that because other people want me to' and 'Playing like that can sometimes bother or upset me'. While original agreement with these statements shows that children perceive their play as *not* voluntary, *not* intrinsically motivated and *not* safe, the findings reported here have been reversed to show percentage agreement that play *is* voluntary, intrinsically motivated and safe.

Base: 1,033: (6-9s= 346; 10-12s= 251, 13-15s= 266, 16-17s= 170)

Qualities of play in real life: Imaginative play quotes

We were in the living room and my daddy built a den and we played wolves. (Girl, 8)

I was served my teddies and mummy lots of food in my cafe and cooked things in my kitchen (Girl 6)

I was at my cousins house and we put on big sunglasses and played on his drum kit and keyboard and with his guitar and we pretended we were in a band. (Girl 10)

We went on a school trip to ArtAbyss and did different circus skills like juggling and clown skills. It was great fun being with my friends and pretending to be a clown. (Boy, 10)

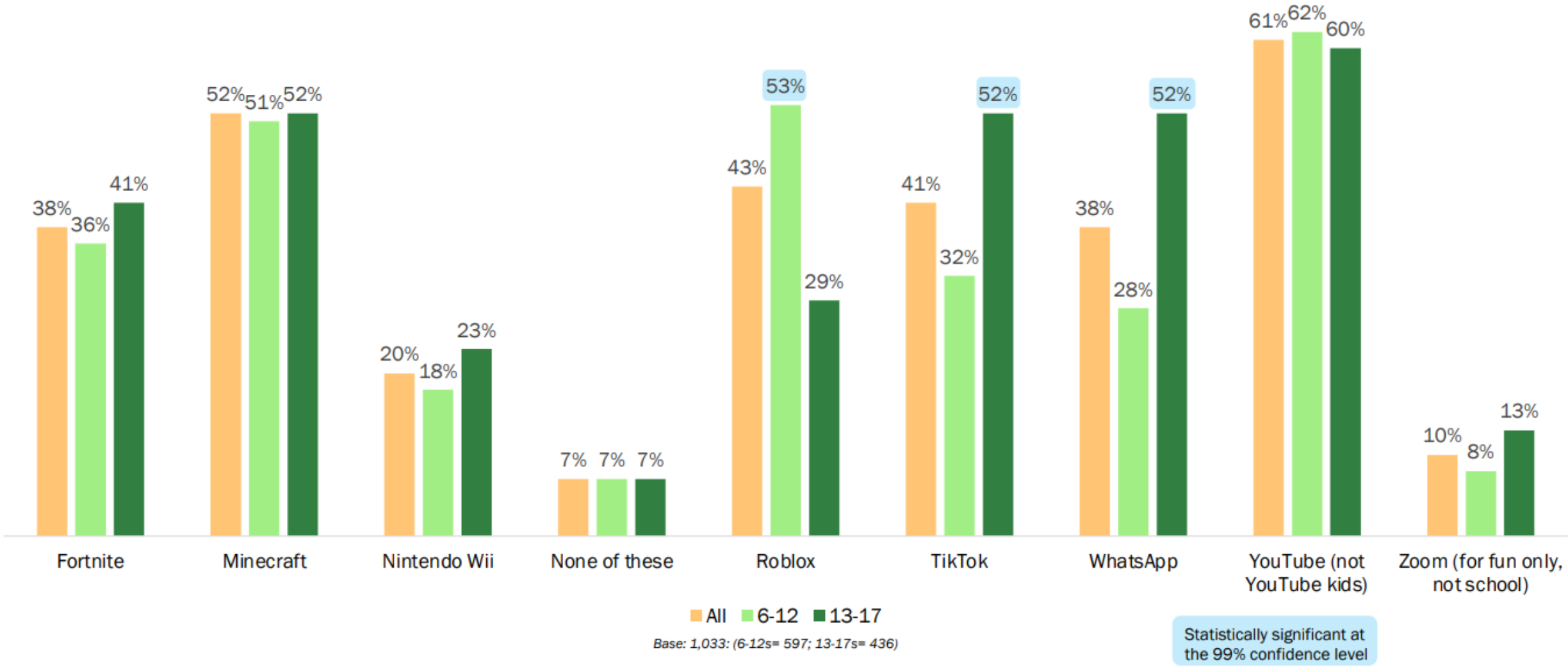
We were in the living room and my daddy built a den and we played wolves. (Girl, 8)

I was in the garden playing making potions. I used mint because it smells nice and flower petals. I felt happy. (Boy, 7)

We played at home and in the garden. We played with dollies and pretended to be babies. It was fun. My friend didn't always do what I wanted. I like playing with my friend. (Girl, 6)

I was at home and i have a number of planes that i pretend are real. i land them and take off and also avoid mid air crashes. (Boy 11)

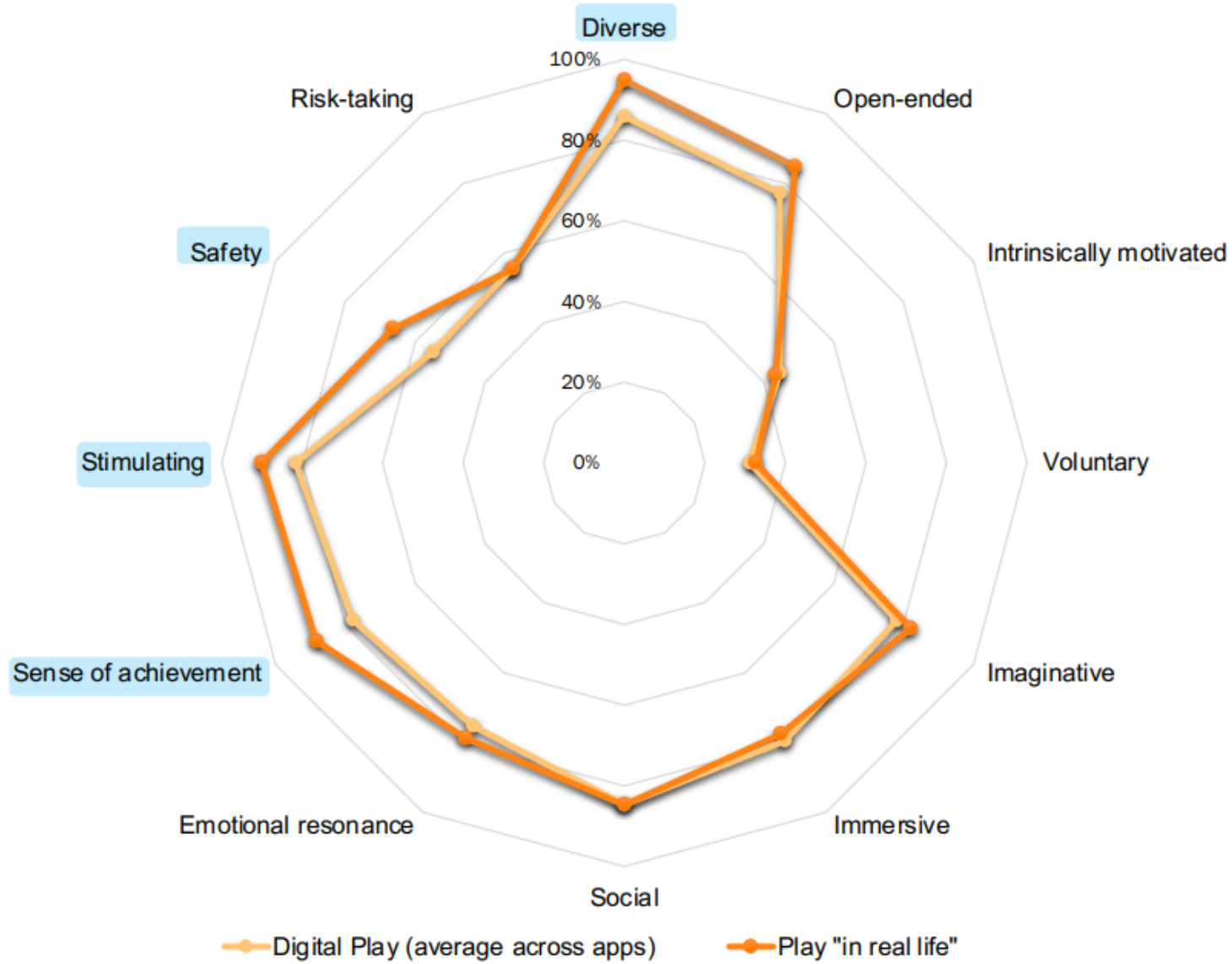
Have you played on any of these more than once in the last few weeks?



- YouTube is the most popular digital service across all age groups. TikTok and WhatsApp usage is driven mainly by 13 – 17 year-olds. Roblox is significantly more popular among 6 – 12 year-olds.

Qualities of digital play vs. play in “real life” – average across apps

Play in “real life”, without using digital products and services, is significantly more diverse (95% vs. 86%), safe (66% vs. 55%), stimulating (90% vs. 81%) and offer a sense of achievement (88% vs. 78%) than play with digital products and services.



Statistically significant (among the mean scores) at the 99% confidence level

Base: 1,033: (Boys= 508, Girls= 525)

Qualities of in a digital environment: Creative play quotes

I love building and mining (Minecraft, Boy 6)

It is a game where you build and break stuff and use it to make stuff to survive in the world which is in your game like make food and beds than build big things like towers. It is really fun as you never get bored and can build lots and lots of stuff (Minecraft, Boy 7)

I like to watch girls being creative and playing and singing to get ideas (YouTube, Girl 7)

I like that it has animals and that you can choose what you want to do and build your own little island looking after trees and plants and making it all how you want it with whatever stuff you want and it can take a long time to add everything you wanted to it to make your island really special (Animal Crossing, Girl 12)

Because it's fun and you can choose your own things and design your house (Roblox, Girl 8)

The marble run are colourful and fun and go through lots of obstacles and i like playing zoo tycoon and making enclosure for the animals but also letting them escape (Zoo Tycoon, Boy 6)

Q6 What's the best way for your parents to help you stop playing computer games, if you're playing too much?

Q7 What do you do when your friends are playing a game which you know you should not be playing?

Questions from our audience…

(Optional) Please use the space below to send us your questions, concerns or topics you would like to be addressed in this and/or future workshops.
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