

CS121: Our Digital World

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Gaming

+ Discussion



- Topics:
 - Living Faster
 - Relationships
 - Waging War
 - Virtual Worlds
 - Learning

+ PC Baangs in South Korea

- LAN gaming center
 - **26,000** in South Korea
- Stracraft hero
- Harmless fun or dangerous?

+ Tragedies

- Police discovered a 3-month-old baby who starved to death while her parents were busy nurturing their virtual baby on a game at an Internet café.
- A 22-year-old Korean man was charged with murdering his mother after she pestered him to stop.
- A 28-year-old man went into cardiac arrest and died after playing StarCraft for 50 hours straight, with only a few bathroom breaks.

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Video Game Addiction in the US

- Not officially recognized in the US by the American Psychological Association.
- In February 2002, a Louisiana woman sued Nintendo because her son died after suffering seizures caused by playing Nintendo 64 for eight hours a day, six days a week. Nintendo denied any responsibility
- Press reports in November 2005 state that Gregg J. Kleinmark, 24, pleaded "guilty to two counts of involuntary manslaughter". He "left fraternal twins Drew and Bryn Kleinmark unattended in a bathtub for 30 minutes, in order to go three rooms away and play on his Game Boy Advance" while "in the mean time, the two ten-months old kids drowned".



Video Game Addiction in the US

- A New Mexico woman named Rebecca Colleen Christie was convicted of second degree murder and child abandonment, and sentenced to 25 years in prison, for allowing her 3 and a half-year-old daughter to die of malnutrition and dehydration while occupied with chatting and playing World of Warcraft online
- Tyrone Spellman, 27, of Philadelphia, was convicted of third-degree murder for killing his 17-month old daughter in a rage over a broken Xbox
- In November 2001 Shawn Woolley committed suicide due to the popular computer game Everquest. Shawn's mother said the suicide was due to a rejection or betrayal in the game from a character Shawn called "iluvyou".
- Ohio teen Daniel Petric shot his parents, killing his mother, after they took away his copy of Halo 3 in October 2007. In a sentencing hearing after the teen was found guilty of aggravated murder, the judge said, "I firmly believe that Daniel Petric had no idea at the time he hatched this plot that if he killed his parents they would be dead forever."[91][92] On 16 June 2009, Petric was sentenced to 23 years to life in prison





Multitasking



- Does multitasking make people more productive?
- How do you multitask?
- Describe your work environment / desk.



Activity: Work Environment

- Investigate Kord Campbell's work environment:
 - http://www.nytimes.com/interactive/2010/06/06/business/kord-pano.html
- List all the applications that he has running:

1.

2.

- Watch the video of Campbell at work
- Look at how the Campbell family interact with technology:

 http://www.nytimes.com/slideshow/2010/06/01/technology/20100607-brain.html

Brain on Computers

- Cannot be in the moment.
- Changes how people thing and behave.
- Our ability to focus is diminished.
- Technology is rewiring our brains.

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Activity: Test your focus

■ Go to:

http://www.nytimes.com/interactive/2010/06/07/ technology/20100607-distraction-filtering-demo.html? ref=technology

- Perform the two tasks.
- Share the results.



Activity: Are you a Good Multitasker?

- Go to: http://www.online-stopwatch.com/large-stopwatch/
- In another window or tab, go to:
 - http://davecrenshaw.com/multitasking-example/
- Complete the task.
- How did you do?





Social Aspects of Gaming

+ Games

■ MMORPG:

- World of Warcraft (WOW)
- Everquest
- The customs and cultural rules of the game rapidly become familiar, but to outsiders, they can be quite baffling
- Being new to the culture of World of Warcraft could be compared to being an immigrant in a foreign culture.
- I don't understand the game. Last time I logged on, someone spat at me.
- What does (LFG WC) mean?

+ First Person Shooters

- Examples:
 - Halo
 - Counter strike
- Are first person shooter games social?

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Activity: Second Life

■ To understand the social aspects of gaming, we are all going to play Second Life

- Rules:
 - This is a class experiment
 - Log time online and activities in your blog
 - The blog title must start with (Second Life:)
- Go to: http://secondlife.com/
- Create an account and avatar

+ Keywords

- LAN
- MMO
- MMOG
- MMORPG

+ References

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