Literacy skills required to be a successful gamer:

* Reading
* Critical thinking
* Moral reasoning
* Strategizing as a team
* Patience
* Following instructions
* Good place to learn leadership
* Builds confidence
* Good way to learn persuasion-get what you want
* Imagination-creativity
* Spatial cognition
* Hand eye coordination
* Memory function-body memory
* Sensory awareness
* Stay relevant- games often reflect what’s going on in the world
* Participation in a community-collaboration
* Being cultural aware
* Manners-set of rules and politeness
* Teamwork
* Different genres-different types of games come with a different set of expectations
* Research-info gathering
  + Prevailing strategies
  + Looking up words or lingo
  + Cheat codes
* Problem solving
  + Find a way to the game
  + Put the pieces together
  + Recognize patters
* Analyzing
  + Predict what happens next
  + React

Notes about the reading:

* Charles made real world connections with what he was learning at home and what he was learning at school

Learned reading and writing and typing at the same time

* 2nd part:
* Main idea: video games can offer education by video games that involve history (total war show gun)(medieval europe)
* Teachers need more experience in technology to properly teach their students
* Main point: technology might help us turn education into a problem posing education instead of a banking concept

Online classes

* Work best when teachers are engaged
* Regular assignments
* Videos that offer knowledge
* Voicethread works well
* Having a teacher that can effectively communicate
* Gives you option of meeting/ good office hour
* Group chats-discussion boards
* Hybrid classes are good options
* Why people don’t like it
  + Some people need face to face communication. (students who need to be shown)
  + Campus classes are accessible
  + Don’t retain information-people just go through the system
  + You have to teach yourself
  + Work piles up at once
  + Not scheduled

Classes as games:

* Ideas?