


I Need A Green Axe


Reinforcing Social Studies
Content By Using Video Games

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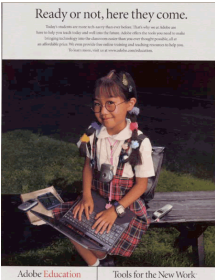



My Classroom Experience

- Worked at the Dekalb Truancy School in Atlanta, Georgia.
- Conversations about video games led me to a pedagogy of using them.
- SimCity and the Women who love it.




A Brief Discussion of Millenials





- Prensky, Gee, and Squires
- Born in the early 80s.
- Anyone before them is a digital immigrant.
- Bring extraordinary skills to the classroom if exposed.
- Major problem is the digital class divide.

What Is an MMORPG

- Massive Multi-Online Role Playing Game.
- You become a hero or heroine and explore a digital world.
- Your actions have consequences to them.



A Brief Description of Guild Wars

- Three Installments of an award winning game.
- Uses mythology of Europe, Asia and Africa as the back drop for the game.
- Allows players to create many different avatars/ characters.

How Will This Work in: Economics



Three Economic Principles Most Missed on EOCT

- [Market Price](#)
- [Bartering](#)
- [Opportunity Cost](#)

How Will This Work in: Civics

- [Cooperation](#)
- Differentiate Between Duties and Responsibilities
- Teaching Democracy
- Practice Social Justice



How Will This Work in: Geography



- Cardinal directions
- Landforms
- Vocabulary

How Will This Work in: History

- Aware of timeline.
- Actions have consequences.
- Use of hermeneutics to be successful in the game.



Conclusions

- Students who correlated video games with content faired better on EOCT than those who did not.
- Teachers who were familiar with MMORPGs were able to reach students who historically are left out.
- Much more work needs to be done.

Future Research Topics



- Race and Gender topics in picking of Avatar.
- Practicing Social Justice online and translating that into the "real world."

Thank You

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