

ScIC6

SCIENCE IS COOL

02:05:24 Steve Isaacs: Tammie!!

02:05:29 Al Gonzalez: Go Tammie!

02:05:34 Kim Turner: Tammie is the best!

02:05:36 Steve Isaacs: All!!!

02:05:41 Scott Kiessig - ScIC | PocketLab: Find out more about Tammie here
<https://www.thepocketlab.com/scic6-tammie-schrader>

02:05:49 Al Gonzalez: Steve!!!!

02:05:51 Maria del Mar Diaz: I love Tammie!!!

02:06:00 Hemant Sharma: what are your views on Battle royale games?

02:06:00 Scott Kiessig - ScIC | PocketLab: Drop your questions in the chat for the q&a section coming up!

02:06:13 Mark DeLoura: oh no

02:06:20 Steve Isaacs: haha

02:06:21 Steve Isaacs: busted

02:06:23 Kim Turner: lol

02:06:24 Mark DeLoura: LOL

02:06:34 Steve Isaacs: then she's a gamer!!!

02:06:39 Gajanand Mahato: 🙄🙄🙄🙄🙄

02:06:45 MARIA VICENTY: Same with me. 😞

02:06:50 Gajanand Mahato: The real Gamer

02:06:53 Erin Boudreaux: I have a passion for games, but I don't have much skill! I found I can still pass the passin along though

02:06:56 Steve Isaacs: ack :)

02:06:59 Mark DeLoura: Tammie and I need to play some more Fortnite :)

02:07:01 Scott Kiessig - ScIC | PocketLab: Drop your questions in the chat for the q&a section coming up!

02:07:07 Roshan Bhusal: What is the solution if students get addicted to video games?

02:07:15 Scott Kiessig - ScIC | PocketLab: Find out more about Tammie here
<https://www.thepocketlab.com/scic6-tammie-schrader>

02:07:18 Gajanand Mahato: No solution

02:07:19 Hemant Sharma: I am a pro gamer but my parents don't let me to play games 😞

02:07:44 Scott Kiessig - SciC | PocketLab: Thanks to Dee Shelvey, you can find all the links being mentioned here
https://docs.google.com/document/d/1Ny3ozHssTHGuSDoYJxWNaNapOt_wuEx5sbCpE1IR9-uHw/edit?usp=sharing

02:07:45 Melissa Goes: Some countries have gamer rehab, the addiction is bad.

02:07:53 Gajanand Mahato: We should not play games

02:07:56 Scott Kiessig - SciC | PocketLab: Access a cheat sheet of Esports/game terminology here
<https://docs.google.com/document/d/1Bn7FHav6asexQgvuZaJDydEu1sLDIlccn03537WTHQQ/edit?usp=sharing>

02:07:59 Ramachandra Wani: Why games give us money 🎮💰? is it a fraud business?

02:08:09 Corey Haught: Love the fact that Tammie was or is not a gamer but can still be so undertsanding

02:08:10 Gajanand Mahato: yaah

02:08:11 Scott Kiessig - SciC | PocketLab: Access the entire schedule at
<https://f.hubspotusercontent10.net/hubfs/7934461/SciC6%20Unconference%20Agenda.pdf>

02:08:18 Corey Haught: the worl could use more wonderful people and teachers like tammie

02:08:27 Corey Haught: world*

02:08:29 Hemant Sharma: there is future in games likes PUBG

02:08:41 Valeria Moreira: We don't pick an activity because of us, but because of them. Motivation is key when it considers what kids like. Otherwise, there's none

02:08:49 Gajanand Mahato: If you really want to play games : Go for physical one!

02:09:08 Hemant Sharma: mobile gaming is very good for mental health

02:09:18 Steve Isaacs: Did somebody say fortnite?

02:09:30 Leah Young-Chung: AMEN! Lets let humans play

02:09:35 Hemant Sharma: let's talk about PUBG 😊

02:09:42 Eileen Resnick: Are there science games which involve movement and physical activity?

02:09:53 Deborah Shelvey: I spend time playing pokemon go and let me students play as well

02:09:56 Melissa Goes: Any studies on effectiveness in the classroom of physical play vs. virtual play.

02:10:02 Gajanand Mahato: Hemant : You should. be aware half the population of Nepal and India are addicted to Such games like Pubg and Free Fire

02:10:11 Hemant Sharma: Is there any speedcuber here?????

02:10:14 Tyler Letendre: I have always wanted to get a student group to code a new age version of tag-your-it with some connections to science such as symbiotic relationships/predator and prey relationships, etc

02:10:18 Gajanand Mahato: which is the main resean to lagg us behind

02:10:18 Jessica Janusz: Deborah Shelvey - so what is educational about Pokemon exactly?

02:10:19 Melissa Goes: I would think physical play is healthier.

02:10:43 Leah Young-Chung: What game was it? I want to play

02:10:43 Gajanand Mahato: yaah

02:10:45 Katherine Cachiotis: Legends of Learning is an entire group of curriculum based games. It is awesome

02:10:49 Faith Howell: My kids LOVE Minecraft and I see SO MANY points of crossover with my grade level state standards. I built some connections into my nearpods for social studies last year during virtual learning and they GOT IT! It was so much fun!

02:10:51 Gajanand Mahato: Melissa Goes

02:10:53 Mariam Nouri: Define addicted. Most adults I know are addicted to their phone and social media.

02:10:55 Kerry Eastwick: I converted Pokémon Go to Angles Go and my students had to race around the school finding various angles in nature. They loved it.

02:10:57 Gajanand Mahato: Absolutely

02:10:57 Tyler Letendre: just sharing to hopefully inspire other educators to invite students to create such a physical activity mixed with tech

02:11:00 Hemant Sharma: Rubik's cube is best

02:11:05 Mariam Nouri: Video games can be physical.

02:11:13 Sara Hallgren: Minecraft does have some lessons already made that you can use in your classroom

02:11:17 Tyler Letendre: that's awesome @Kerry

02:11:21 Melissa Stephens: I have a problem with video games. I get motion sick just watching them. I think I would have a better chance with board games or something that is not in a 1st person setup.

02:11:22 Deborah Shelvey: I would screen shot the pokemon that they would catch and we would compare, sort, look at weight(I also teach K)

02:11:27 Murilo Lopes: Tammie I might be in love with you.

02:11:30 Hemant Sharma: battle royale games are best

02:11:33 Gajanand Mahato: physically and mentally dependent on a particular substance.
"she became addicted to alcohol and diet pills"

02:11:33 Amrit Pathak: what games would you suggest to develop critical thinking habit?

02:11:44 Gajanand Mahato: addicted

02:11:46 Hemant Sharma: Tekken is the greatest game of all time❤️❤️❤️❤️❤️

02:11:47 Jennifer Fulton: It doesn't have to be video games are bad, only physical activity should be done as its healthier. This is another tool

02:11:48 Jessica Janusz: Mariam Nouri - just because adults are addicted to phones and social media doesn't mean its ok for kids to be..

02:11:51 Melissa Goes: "Define addicted. Most adults I know are addicted to their phone and social media." This a major societal problem.

02:11:57 Michael Gruden: What is the Cell Biology game I would love to use it, please..

02:11:58 Imani Malaika-Mehta: @Kerry - how do you convert Pokemon go?
02:11:58 Roshan Bhusal: i think we are not thinking about health and effects of games but only how games helps to teach and study.
02:11:58 Gajanand Mahato: physically and mentally dependent on a particular substance.

"she became addicted to alcohol and diet pills"

02:12:09 Ann-Marie Golding-McLeggon: 😊😊😊
02:12:09 David Lance: See the latest development at multiplayer biology:
<https://youtu.be/U8omIzctyX0>
02:12:10 Edgar Hernandez: Angles Go, I love it
02:12:17 Alissa Lai: Are there any games that I can use in a Chemistry class?
02:12:33 Hemant Sharma: we all are getting bored 😊. let's talk about different games please
02:12:42 Katherine Cachiotis: Yes!!! That happened with the cell game too!
02:12:43 Ruth Worona: What is this game it sounds amazing!
02:12:45 Cassy summerlin: what game is this?
02:12:55 Suresh Babu: for maths
02:12:59 Gajanand Mahato: Addi<https://youtu.be/B9hFwqLfmCg>
02:13:12 Jessica Janusz: Here's a good educational game we found - science plus philosophy <https://alanwatts.org/everything/>
02:13:14 Katherine Cachiotis: Yelling about ribosomes and lysosomes and running away from the mitochondria
02:13:15 Ann-Marie Golding-McLeggon: Gaming is incredibly fun
02:13:18 Kerry Eastwick: I made a powerpoint of Angles students had to find. I used the classes of angles as well as challenging them to specific angles. They had 30 minutes and had to take photos as evidence.
02:13:19 Roshan Bhusal: SpaceFlight Simulator
02:13:20 Melissa Goes: Cell games = deadly tournament
02:13:26 Gajanand Mahato: Physical Games is important
02:13:33 Hemant Sharma: <https://youtu.be/pMi723hT5Zw>
02:13:37 Gajanand Mahato: and they really have a future
02:13:38 Tyler Letendre: ohhh @Amrit, you just made me wonder about using Augmented Reality to Amp up the old gym activity in which students would imagine they were stranded on an island and would have to discuss with team members what resources they'd be able to use to get back to their home, hope others recall this activity
02:13:50 Valeria Moreira: so cool!!!
02:13:54 Katherine Cachiotis: tableau selfies
02:14:10 Kim Sprafka: Did I miss the name of the genetics game?
02:14:13 Gajanand Mahato: <https://youtu.be/4ZLCS-J5LOg>
02:14:38 Roshan Bhusal: cell lab.
02:14:43 Radoslava Topalska: So interesting...
02:14:44 David Lance: Motivation: high intense feedback loops. see the neuroscience. fight or flight mechanisms in game create focus

02:14:57 Maria del Mar Diaz: I'm trying to add my country in the map, but there's so many waypoints that I can't see it. Is there a way to hide the rest?

02:15:08 Jennifer Fulton: keep zooming in

02:15:36 Scott Kiessig - ScIC | PocketLab: Drop your questions in the chat for the q&a section coming up!

02:15:37 Kirsten Mahovich: Completely agree with the ability to model through games what we cannot do in a traditional lab due to time constraints, safety and access to lab equipment.

02:15:50 Scott Kiessig - ScIC | PocketLab: Drop your questions in the chat for the q&a section coming up!

02:15:51 Jessica Janusz: Portal is another good science video game
<https://www.youtube.com/watch?v=TluRVBhmf8w>

02:15:59 Gasant Gamiet: Jessica Pokemon teaches kids about augmented reality mapping skills and perception 3D thinking skills...

02:16:09 Jana Downey: Does anyone have the link to the game she is discussing?

02:16:09 Christal Gamble: Added our Waypoint! Come check us out in Triana, Alabama! Or instagram @mamasweetbaby

02:16:28 Imani Malaika-Mehta: Can you give us a list of educational e-games? Thanks!

02:16:41 Sonam Tshering: hello Tammie, would you like to share some of your biology gaming resources as i too teach biology.

02:16:45 NICOLE WEIL: What are the games you have been referencing, Tammie?

02:16:45 Rupesh Singh: we need the list of good egames

02:16:49 Hemant Sharma: give some games related to astronomy

02:16:51 Rupesh Singh: Educational one

02:16:53 Angel Chacin: it would be very helpful

02:16:53 Jessica Janusz: Yes list of game recommendations

02:16:58 Imani Malaika-Mehta: Can you give us a list of all the educational e-games that are mentioned here? Thanks!

02:17:06 Melissa Goes: Explorelearning.com is great for math and science simulations. It has teacher content and student exploration sheets.

02:17:11 Rupesh Singh: Give us games related to Biology

02:17:12 David Lance: Help Support Biology (coming soon on Kickstarter):
ImmuneGameProject.com

02:17:49 Eileen Resnick: Please give specific games that we can use

02:17:56 Sonam Tshering: thank you

02:18:22 Rupesh Singh: Games related to Medical Field

02:18:23 Katherine Cachiotis: legendsoflearning.com has grade and subject based groupings of content based games. It is free and amazing. Streaming on campus is the only issue

02:18:26 Imani Malaika-Mehta: We know how not to destroy our planet but we just don't act

02:18:32 Hemant Sharma: how old is she?

02:18:38 Roshan Bhusal: How many teachers are attending this webinar?

02:18:39 Jessica Janusz: Another game on spread of viruses
<https://www.youtube.com/watch?v=xvnEca4JC0U>

02:18:40 Missy Brosius: PhET simulations are great <https://phet.colorado.edu/>

02:18:52 Melissa Goes: Is there any research into how games desensitize people to certain topics?

02:19:08 Sara Hallgren: <https://www.thepocketlab.com/scic6>

02:19:23 Regina Rose Regidor: Yes very much true games or sports are essential to incorporate in our learning objectives to stimulate interests among our learners kids or adults...Hooray to our educators 🙏

02:19:35 Sara Hallgren:
<https://f.hubspotusercontent10.net/hubfs/7934461/ScIC6%20Unconference%20Agenda.pdf>

02:19:40 Elizabeth Petritus: What is the specific game that Tammie talked about having to do with trashing planets?

02:19:44 Yvonne Pfluger: pHet simulations super

02:19:51 Eileen Resnick: I use physical relay races for forces and motion.

02:20:04 Rupesh Singh: Good

02:20:08 Scott Kiessig - ScIC | PocketLab: Drop your questions in the chat for the q&a section coming up!

02:20:48 Rupesh Singh: How about EGames for Education developed on the basis of Syllabus?

02:20:48 Scott Kiessig - ScIC | PocketLab: Please make sure to set your chat setting to "panelists and attendees" so everyone can see your comments and questions.

02:20:56 Imani Malaika-Mehta: QUESTION: Can you give us a list of all the educational e-games that are mentioned here? Thanks!

02:21:16 Rupesh Singh: yaa...we need the list

02:21:21 Jana Downey: Maybe we could collaborate on a spreadsheet to list all of the resources and descriptions. ???

02:21:26 Susan Cabello: I would like the name of the game that Tammie spoke about trashing the planet.

02:21:29 Ma. Lourdes Antonio: MineCraft Education is a good game that we can use for science and maths <https://education.minecraft.net/en-us/resources/explore-lessons>

02:21:52 Deepak Poudel: Can you give us a list of all the educational e-games @ mail/ link?Thanks!

02:22:03 Scott Kiessig - ScIC | PocketLab: Minecraft education is presenting later today!

02:22:17 Mark DeLoura: There are so many good games!

02:22:17 Deborah Shelvey:
https://docs.google.com/document/d/1Ny3ozHssTHGuSDoYJxWnapOt_wuEx5sbCpE1IR9-uHw/edit?usp=sharing Link to all the links that have been shared so far

02:22:19 Rupesh Singh: Question : Do we have E Games for Medical Field ? Please suggest us

02:22:22 Scott Kiessig - ScIC | PocketLab: Thanks to Dee Shelvey, you can find all the links being mentioned here

https://docs.google.com/document/d/1Ny3ozHssTHGuSDoYJxWNApOt_wuEx5sbCpE1IR9-uHw/edit?usp=sharing

02:23:17 Sonam Tshering: Do we also have e games for learning chemistry?

02:23:30 Melissa Goes: How does learning through gamification affect students' ability to learn when they get into upper level content areas? Are they able to learn as effectively as other students that didn't learn through gamification when they were younger? How do these students react when they have to learn when it's not a game?

02:23:39 Missy Brosius: Sonam - for Chemistry, look at PhET simulations

02:23:53 Deborah Shelvey: Hey Dave Bakker would ology be a good game to recommend? I know they are not presenting today

02:23:54 Monica Hoyt: For chemistry games try the American Chemical Society's educator page

02:24:16 Gregory Saenz: What about Earth Science games?

02:24:23 Mark DeLoura: ED Games Expo

(<https://ies.ed.gov/sbir/EdGamesExpo.asp>) and Games for Change Awards

(<http://www.gamesforchange.org/festival/awards/>) are good resources for finding these games

02:24:35 Imani Malaika-Mehta: I am an ACS member. Where are the e-games on the website?

02:25:12 Jennifer Fulton: The links were both 404

02:25:23 Deepak Poudel: What about Physics games/ activity.?

In detail?

02:25:39 Mark DeLoura: sorry, zoom is stupidly adding the closing parenthesis on those links

02:25:43 Jennifer Fulton: I hate grading

02:25:56 Jennifer Fulton: Wish we would stop with that archaic practice

02:26:03 Mark DeLoura: Ed Games Expo: <https://ies.ed.gov/sbir/EdGamesExpo.asp>

Games for Change Awards:

<http://www.gamesforchange.org/festival/awards/>

02:26:06 Imani Malaika-Mehta: Learn for mastery!

02:26:10 Gregory Saenz: On the links, make sure you remove (&). Happened to me

02:26:10 Jennifer Fulton: thanks!

02:26:14 Valeria Moreira: <https://littlealchemy2.com/>

02:26:16 Maria del Mar Diaz: A lot of parents only look at grades, so they even help their kids cheat so they can get an A.

02:26:20 Scott Kiessig - SciC | PocketLab: Zoom records your attendance

02:26:34 NICOLE WEIL: <https://learn.concord.org/> Have some simulations similar to Phet.

02:26:37 Mona Alhossin: 

02:26:41 Jennifer Fulton: and yes, report out on which standards they have mastered and which they are still working on. That tells a lot more than just you get a B

02:26:59 Nurul Syahirah Nazarudin: TRUEEEEE!

02:27:02 Mark DeLoura: UW Earth Games for earth science:

<https://earthgames.org/>

02:27:12 Katherine Cachiotis: You are so inspiring Tammie! Thank you so much
02:27:35 Rupesh Singh: Question: Can we transform our Curriculum to EGames
02:27:46 Gregory Saenz: Thanks for the EarthGames link!
02:27:47 Jay Thomas: How do you respond to the data about gender equity issues in this
The majority of popular esports titles fall into a handful of video game genres: First-person
shooters, MOBAs (Multiplayer Online Battle Arenas), racing, and sports. Unfortunately, these
genres also happen to have the lowest percentage of female-identifying players.

How low? Only about 7 percent of first-person shooter players tend to identify as female
according to one large study. For the other genres, women made up 10 percent of MOBA
players, 6 percent for racing games, and a mere 2 percent for sports games. (from edsurge)

02:27:56 Mark DeLoura: Games for our Future climate change game jam is
interesting too for earth science: <https://gamesforourfuture.nfshost.com/>
02:27:56 Andy Rodriguez: Woow Tammie your words are so inspiring
02:28:13 NICOLE WEIL: Has activities can be adapted to games.
<https://www.teachengineering.org>
02:28:14 David Lance: Full Curriculum games don't work - no time in classrooms because
of standardized testing.
02:28:18 Adrienne Parker: Love your enthusiasm!
02:28:18 SWEETY SINGH: Any feedback link...
02:28:21 Kirsten Mahovich: Kobayashi Maru - for all you Trekkies. How to beat a no-win
situation
02:28:25 Maria del Mar Diaz: My fourth graders love Minecraft
02:28:37 Faith Howell: I learned Minecraft as a student teacher and I LOVE IT!
02:28:39 Braeden Elenko: I found this game this year for circuits and electricity. Kids
loved it!
<https://universeandmore.com/crack-the-circuit/?fbclid=IwAR25PiPxwkHFulrKxkjtFvqAMvY0VN6iouPojZt9Gzc0r0xH8TAv4RjeuAk>
02:28:39 Valeria Moreira: Minecraft is so good
02:28:47 Sonam Tshering: cool
02:28:55 Christine Graham: <https://biomanbio.com/>
02:28:57 Ruth Worona: There's a Kobayashi Maru game? Wheeerrreeee????
02:29:08 Clifton Roozeboom - PocketLab: We have a presentation with Minecraft
coming later in the day!
02:29:11 Melissa Goes: Kobayashi Maru - you hack the system
02:29:12 Scott Kiessig - SciC | PocketLab: Minecraft is presenting later today!
02:29:25 Ma. Lourdes Antonio: True! Minecraft also develops students' critical thinking
and design thinking :)
02:29:25 Mark DeLoura: Tammie's "trashing the planet" game was probably this
one: <https://play.eco/>
02:29:35 Al Gonzalez: @Melissa - YES!
02:29:49 Katherine Cachiotis: OMG Preach!!
02:29:52 Cynthia Sosa Vargas: Tammy is always great to listen to!
02:29:55 Rupesh Singh: Can you suggest us games related to Curriculum

02:30:07 David Lance: 2004 saw the release of a full featured FPS game to teach algebra.

02:30:10 Rupesh Singh: Tammy is the best!

02:30:12 Tangela Cooke: I love Tammie's passion.

02:30:18 Toni Maitland: very good point

02:30:22 Rupesh Singh: me 2

02:30:23 Scott Kiessig - ScIC | PocketLab: Access the entire schedule at <https://f.hubspotusercontent10.net/hubfs/7934461/ScIC6%20Unconference%20Agenda.pdf>

02:30:27 Ruth Worona: Thank you Tammie, so great!

02:30:27 Rafael Emiliano Aguilar Capetillo: I love her passion

02:30:29 Sonam Tshering: thank you Tammie

02:30:38 Melissa Goes: link

02:30:42 Martha Aliaga: Thanks Ms. Schrader

02:30:48 Toni Maitland: we need to develop more problem based lessons

02:30:54 Nurul Syahirah Nazarudin: Thank you so much Tammie!

02:31:01 Mark DeLoura: Planet Mechanic:
<https://www.filamentgames.com/project/planet-mechanic/>

02:31:08 Maybelle Borjal: Thank you =)

02:31:08 Steve Isaacs: What a lineup!

02:31:10 Steve Isaacs: Dan is great!

02:31:12 Jacqueline Lopez: Thanks Ms. Tammie!

02:31:12 Scott Kiessig - ScIC | PocketLab:
<https://www.filamentgames.com/project/planet-mechanic/>

02:31:20 Doreen Campbell: Great!

02:31:28 Melissa Goes: Thank you!

02:31:46 Slavica Bernatović: Thanks a lot!

02:31:47 Rupesh Singh: Melissa Goes good question

02:31:49 Michael Gruden: The cell biology and genetics game name too please

02:31:53 Scott Kiessig - ScIC | PocketLab: <https://www.tytoononline.com/>

02:31:56 Cynthia Garay: Thanks, Mrs. Tammie!

02:32:00 Johnson Dcunha: Thanks Ms Tammie 👍

02:32:36 Alaa Abu nejem: Do these games take into account the stimulation of students' thinking levels?

02:32:38 Al Gonzalez: Our lives a gamified all over. How many of us use points, to get a deal on gas?

02:32:43 Murilo Lopes: Mrs. Tammie, you're amazing!! Thank you so much for sharing your experience!

02:32:46 Al Gonzalez: How many of us walk more to get the fitbit badge?

02:32:52 Michael Gruden: How much time does it take to teach kids the games for equity amongst the classes.

02:32:59 Leah Young-Chung: This was so inspiring. I really needed that reframing of motivations.

02:33:09 Al Gonzalez: Gamification is ALL OVER. Using games to learn, now that's different.

02:33:16 Mark DeLoura: Folks looking for edu game research might be interested in this page from UW Center for Game Science (Foldit, Dragon Box Adaptive) - <http://centerforgamescience.org/research/>

02:33:31 Imani Malaika-Mehta: I can get an electron microscope for under \$200

02:33:41 Michael Gruden: Time, space and money are applied to equity and games too though

02:33:41 Katrina Minck: Students remember the game-playing so the content sticks better when revisited at upper grades.

02:33:45 Katherine Cachiotis: You don't teach, they teach each other. Kids know more about these platforms than many of us can comprehend

02:34:04 Clifton Roozeboom - PocketLab: Everyone change your settings in the chat so that all the attendees can see your great comments!

02:34:10 Bron Stuckey: Its about appropriate technology! A real ant farm outstrips a game to learn about ant colonies. But in Minecraft students can create a journey through time.

02:34:14 Melissa Goes: Explorelearning.com has simulations on most of the topics she just mentioned.

02:34:23 David Lance: Q: Why do you think educational games are grant funded but never become consumer successful?

02:34:31 Tanka Bahadur Karki: Please give me the list of all the games mentioned above.

02:34:44 NICOLE WEIL:
<https://www.filamentlearning.com/cell-command-unit-introduction-0>

02:34:47 Scott Kiessig - SciC | PocketLab: Thanks to Dee Shelvey, you can find all the links being mentioned here
https://docs.google.com/document/d/1Ny3ozHssTHGuSDoYJxWnapOt_wuEx5sbCpE1IR9-uHw/edit?usp=sharing

02:34:50 Ringo Sapp: STartalk?

02:34:57 Jessica Janusz: This game civilizations is educational for history
<https://civilization.com/>

02:35:00 David Lance: Chess is the framework for the future of standardized testing for critical thinking.

02:35:05 Chris Zech: Has anyone else lost audio?

02:35:10 Mark DeLoura: @David: re consumer success we could talk about that for a few hours - and we should!

02:35:24 Deepak Poudel: Please give me the list of all the games mentioned above.#
deepak_plasma@yahoo.com

02:35:35 Scott Kiessig - SciC | PocketLab: Thanks to Dee Shelvey, you can find all the links being mentioned here
https://docs.google.com/document/d/1Ny3ozHssTHGuSDoYJxWnapOt_wuEx5sbCpE1IR9-uHw/edit?usp=sharing

02:36:03 Katherine Cachiotis: We have "Girls who Code" clubs

02:36:06 David Lance: @Mark DeLoura - let's do it!

02:36:11 Imani Malaika-Mehta: It helps to separate girls & boys

02:36:16 sethele makgati: Good day DUE to unstable network , I could not log in time, can you humbly post the recording to makgatiprince@gmail.com f it is possible , I am from South Africa.

02:36:32 Imani Malaika-Mehta: BLACK GIRLS CODE - ROCKS!!!

02:36:33 Jamie Larsen: Diversity comes in many flavors, like the neurodiverse learner. There is lots of data showing the power of games for the neurodiverse learner.

02:36:38 Scott Kiessig - ScIC | PocketLab: Access the entire schedule at <https://f.hubspotusercontent10.net/hubfs/7934461/ScIC6%20Unconference%20Agenda.pdf>

02:36:54 Katherine Cachiotis: Cultural roles also limit girls and their learned behaviors of deferring to the males

02:36:57 David Lance: There are different types of playstyles and game genre preferences. why do some people like FPS and others puzzles?

02:37:10 Christal Gamble: Yes for the Neurodiverse!

02:37:12 Missy Brosius: Thanks Tammie!

02:37:15 Suzie Saledas: THANK YOU!!!! :)

02:37:16 Rupesh Singh: please give me the full list of games : galaxygrandprime4g2020@gmail.com

02:37:19 Gregory Saenz: Great Job!

02:37:20 Ringo Sapp: tysm!!

02:37:20 Valeria Moreira: THX U

02:37:21 Asha Sharma: Thank you!!

02:37:28 Mark DeLoura: Thanks Tammie!

02:37:30 Murilo Lopes: I'm in love with Mrs. Schrader

02:37:31 Scott Kiessig - ScIC | PocketLab: Access the entire schedule at <https://f.hubspotusercontent10.net/hubfs/7934461/ScIC6%20Unconference%20Agenda.pdf>

02:37:34 Christal Gamble: Thank You! - @Mamasweetbaby

02:37:34 Jacquelinne Villalobos: Gracias j

02:37:35 Shirley Farrell: Thank you, Tammie!

02:37:40 Rupesh Singh: thanks Tammie

02:37:40 Jamie Weaver: Do we have contacts for some of these speakers?

02:37:40 Sonam Tshering: How would e-sport take care the cultural diversity and differentiated learning in the class?

02:37:42 Regina Rose Regidor: ☕☕☕

02:37:45 Ann-Marie Golding-McLeggon: Thanks Tammie

02:37:47 Scott Kiessig - ScIC | PocketLab: Recordings from the whole day will be available after we get them edited next week.

A professional development certificate will be provided to everyone who attends live!

02:37:55 Jessica Janusz: Is this event all day long or how long is this ?

02:37:59 John Ayala: thanks! that was very educational

02:38:02 Imani Malaika-Mehta: Learn about Facebook's emotional contagion study - <https://www.theatlantic.com/technology/archive/2014/06/everything-we-know-about-facebooks-secret-mood-manipulation-experiment/373648/>

02:38:05 Maria del Mar Diaz: Thanks, Tammie

02:38:21 Scott Kiessig - ScIC | PocketLab: Access the entire schedule at <https://f.hubspotusercontent10.net/hubfs/7934461/ScIC6%20Unconference%20Agenda.pdf>

02:38:22 Rayyanah Benasing: Thank you Tammie

02:38:24 Scott Kiessig - ScIC | PocketLab: All day Jessica!

02:38:25 Mark Spiegler: Please say how long the breaks are going to be.

02:38:27 Rupak Dhakal: How can we make Science teaching excited when the monthly salary of teacher is just 100\$ a month..

Nepal has comparatively lowest salary and its totally demotivating

02:38:29 Ringo Sapp: I'm in CST, when is StarTalk coming on in that time? 2:20?

02:38:35 Scott Kiessig - ScIC | PocketLab: Access the entire schedule at <https://f.hubspotusercontent10.net/hubfs/7934461/ScIC6%20Unconference%20Agenda.pdf>

02:38:41 Scott Kiessig - ScIC | PocketLab: Arun- yes

02:38:45 Vance Campbell: my son does esports at his school

02:39:00 Rupesh Singh: where can we find recording

02:39:04 Scott Kiessig - ScIC | PocketLab: Helga- Dave@thepocketlab.com

02:39:19 Scott Kiessig - ScIC | PocketLab: Recordings from the whole day will be available after we get them edited next week.

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02:39:22 Corey Haught: valorant!!! lets gooo!

02:39:36 Rupesh Singh: Is this Live?

02:39:38 Jessica Janusz: Isn't it dangerous though to encourage online games when we already have obesity issues and lack of spending time outdoors?

02:39:55 ARTURO MENDEZ: Hola muchachos de Monterrey, México!

02:39:56 Rupesh Singh: yaah, it is

02:39:57 Valeria Moreira: it's about finding the balance

02:39:59 Eileen Resnick: Jessica, I agree

02:40:01 Scott Kiessig - ScIC | PocketLab: Join the ScIC Facebook group and follow us on Twitter

<https://www.facebook.com/groups/ScICbyPocketLab/>

<https://twitter.com/ThePocketLab>

02:40:05 Christal Gamble: SO Cool! Buen Hecho!

02:40:07 Toni Maitland: I would rather see a space created where both boys and girls are comfortable to work with each other

02:40:09 Sayda Mejia: nice

02:40:15 Missy Brosius: No-one is saying that kids should ALSO have physical activity

02:40:19 Ringo Sapp: don't pin obesity on strictly video games - a lot of weight is from genetics so not 100% of that statement can be based from video game excess

02:40:20 Imani Malaika-Mehta: @Jessica - Students are already sitting all day in class! Might as well have fun learning.

02:40:20 Mariam Nouri: I know many games who are physically very healthy not obese.

02:40:23 Beatriz Talavera: mexicanos, hello!!!

02:40:35 Edgar Hernandez: The kids said they enjoyed playing Soccer. You can do both.

02:40:40 Imani Malaika-Mehta: Hola, Beatriz!

02:40:41 Valeria Moreira: there are many kids that wanna become professional e-gamers or study in related areas, so as educators we should help them in the process

02:40:44 Dave | PocketLab - ScIC: Thanks everyone for the amazing questions - I'll get to as many as possible!!

02:40:50 Jessica Janusz: Imani Malaika they shouldn't be sitting all day in class thoughh either

02:40:51 Beatriz Talavera: Yes, some Nintendo games are very encouraging to move you body

02:40:52 Missy Brosius: Most classrooms do not have us going outside and doing physical stuff everyday. We are talking about integrating games in our instruction - which is mostly inside

02:40:58 Valeria Moreira: always reminding the importance of physical activities and social interaction

02:40:59 Scott Kiessig - ScIC | PocketLab: Please make sure to set your chat setting to "panelists and attendees" so everyone can see your comments and questions.

02:41:00 Toni Maitland: obesity stems from your diet as well

02:41:01 Corey Haught: theres many options and possibilities and things like this show will help open your eyes

02:41:04 Murilo Lopes: Jessica, you adress a valid matter, but I believe all things should be balanced and that comes with knowledge and lots of studies regarding how the games affect students' performance

02:41:13 Edgar Hernandez: That's true, Missy.

02:41:16 Scott Kiessig - ScIC | PocketLab: Access the entire schedule at <https://f.hubspotusercontent10.net/hubfs/7934461/ScIC6%20Unconference%20Agenda.pdf>

02:41:20 Corey Haught: balance knowledge educate yourself many things go into play

02:41:20 Katie Slavenburg: Thats part of the problem, students don't do just ONE activity. most of us who are actually gamers work out and game. that's not fair to say we are lazy and don't know how to interact outside of gaming

02:41:27 Jessica Janusz: I just feel like movement and outdoor activity is super important too and kids already want to play video games and hey if we are just swap the junky games for educational ones that's great but if we are adding to their screen time that's a problem for me

02:41:34 Edgar Hernandez: Physical Education is really taking a hit.

02:41:35 Jennifer Fulton: Every generation has worried that the new thing would destroy society and kids. Newspaper, radio, comic books, tv, internet, gaming have all had the same criticisms. Gaming and computers aren't going to go away and arguably are preparing students for many of the jobs that they will be working

02:41:40 Rebecca Paynter: most students sit in a class disinterested, why not let them sit and be interested. let's not use obesity as a scape goat for why we dont't changing our methods.

02:41:46 Missy Brosius: I think it

02:41:48 Valeria Moreira: <https://www.nintendo.com/games/detail/game-builder-garage-switch/>

02:41:51 Valeria Moreira: this japanese game

02:41:59 Scott Kiessig - SciC | PocketLab: Our computer just crashed- rebooting now!

02:42:00 Valeria Moreira: will be so cool for kids to learn the process

02:42:05 Corey Haught: it is super important too just because we encourage games doesn't mean we also don't encourage outside activities and other things

02:42:08 Valeria Moreira: about making games

02:42:17 Lisa Ra: I kinda wish we could go back to the Wii concept of movement while they play games. The movement helps with learning.

02:42:18 Jessica Janusz: Good point Corey

02:42:20 Valeria Moreira: It's a knowledge need in this century

02:42:27 Gabriela Zamora: Hello y'all from Monterrey, Mexico!!

02:42:43 Jessica Janusz: I agree we have to incorporate tech and coding and all that into education because that IS the future and isn't going anywhere lol

02:42:44 Valeria Moreira: The wii concept was so cool

02:42:50 Valeria Moreira: still have mine and miss those good times!

02:42:52 Jennifer Fulton: Its good to think about these things and question but aren't we all here because we recognize that gaming is important to our kids and that we can utilize this to help foster critical thinking and interest in academics??

02:43:00 Scott Kiessig - SciC | PocketLab: Follow along and drop a pin on your location by accessing the lesson with the map here
https://app.thepocketlab.com/lab-report/UCjF0stX0001h_Lf?ro=1&ref=%2Fhome

02:43:02 Edgar Hernandez: I think physical Education and gaming can both be done if the schools prioritize them.

02:43:04 Cynthia Garay: Wii is a good option

02:43:06 Murilo Lopes: To those worried about your kids health, understand that gaming is not the problem. There are many major factors for obesity in the US and it starts with the quality of the food, so calm down and don't just push the problems over a single matter

02:43:10 Corey Haught: crap when I play my VR for more than an Hour im worn out hahah its super physical but I still enjoying going outside I love vamping and hiking

02:43:18 Christal Gamble: This is one of the reasons many turn to Homeschooling - disinterest. Give the kids what they are craving! Make learning fun again!

02:43:21 Corey Haught: and its important for my kids to learn outside things to nature is fun

02:43:29 Corey Haught: but games are fun too as many have said balance and education is key

02:43:34 Aimee Octaviano: playing online games also have positive effects for students. It does for me, I'm a teacher, gamer, and softball player. Hehe. I think it's about having balance and of course putting emphasis on the importance of physical fitness. Also, we should always have "processing" after incorporating games for learning. We have to make sure the games are also developmentally appropriate.

02:43:41 Bron Stuckey: Balance screen time and green time

02:43:41 Arjun Dhamala: hi from nepal..its 11:14pm here

02:43:51 Jessica Janusz: Screen time and green time love that Bron !

02:43:58 Audrey Snowden: Exercise can be gamified too. I still have a PS2 hooked up and played DDR Max with my 11-year-old yesterday.

02:44:16 Aimee Octaviano: I agree, Audrey! :)

02:44:30 William Perry: I have quite a few kids in my esports program who are also on a typical physical sports team as well. just because you play games doesn't mean you can't do exercise

02:44:39 Rachel Pabom: the trick is to balance nutrition, health and knowledge into everyday learning.

02:44:40 Robby Douthitt | PocketLab: If you haven't checked out our collaborative project in PocketLab Notebook click the link and check out where we are all joining from. If you want to add your waypoint, create a free Notebook account and tell us where you are from and what you are excited about this school year:
https://app.thepocketlab.com/lab-report/UCjF0stX0001h_Lf?ro=1&ref=%2Fhome

02:44:48 Angel Chacin: hay de Venezuela aquí aparte de mi

02:44:50 Jennifer Fulton: Yeah, I don't see why its an either or. Just because you are gaming doesn't mean you never exercise or go outside. As with anything we need to teach students that a mix of activities and a balance to what they are doing is healthy

02:45:05 Angel Chacin: hay alguna persona de Venezuela?

02:45:21 Rayyanah Benasing: What about the kids who aren't interested in e-games?

02:45:37 Missy Brosius: We have to be ready to differentiate.

02:46:14 Robby Douthitt | PocketLab: @farah for the collaborative project?

02:46:17 Aimee Octaviano: That's why it's important to get to know each student to be able to cater to each of their needs.

02:46:32 Tanka Bahadur Karki: Thanks for making fullscreen 🙏🙏

02:46:32 Angel Chacin: is there any person from Venezuela

02:46:51 Angel Chacin: yes it's better for watching

02:46:55 Missy Brosius: There were a lot of things in school that I didn't really enjoy learning about, but were important for me to learn about. Games are a great tool for differentiation!

02:47:15 Christal Gamble: Yes Missy!

