

SeIC 6

SCIENCE IS COOL

04:36:00 Raziel Cázares Rangel: Hi Neil and Chuck from Monterrey Mexico!!

04:36:32 Susan Cabello: Hi Neil from Laredo, Texas

04:36:45 Jennifer Fulton: I teach self contained Special Education to students with Autism, Cognitive Impairments, Severe Learning Disabilities, Down Syndrome, etc. I've seen games be an equalizer for many of them. A place they can learn and keep up with other students and no one knows how many challenges they have. Its very empowering

04:37:49 Edgar Hernandez: yes

04:37:49 Adrienne Sawyer: yes

04:37:50 Michael Carey: Yes

04:37:50 Corey Haught: we can hear you

04:37:51 Lianna de Koe: Yes!

04:37:51 José Estudillo: Yes

04:37:52 Al Gonzalez: Yes

04:37:52 Susan Cabello: Yes

04:37:52 Alicia Barajas: yes

04:37:55 Joanne Pugsley: yes

04:37:59 Maria del Mar Diaz: yes

04:38:06 Cynthia Garay: YES!

04:38:35 Darla Tillman: That's wonderful Jennifer!

04:39:06 Alistair Douglas: Thanks for the lovely insight, Jennifer

04:39:41 Corey Haught: chuck is a legend

04:39:44 Sonam Tshering: hello...

04:39:45 Corey Haught: dudes sooo funny

04:39:57 Jennifer Fulton: We do fun little competitive games with free games online too. It helps them feel included and get excited. Give games a chance :)

04:39:59 Melissa Goes: <3 Startalk

04:40:09 Jennifer Fulton: Can't believe Neil is on here! So cool

04:40:24 Ringo Sapp: DEFINITELY

04:40:51 Darla Tillman: What is Chuck's last name?

04:41:02 Jason Patterson: Nice

04:41:02 Deborah Shelvey: Nice

04:41:08 Sara Farkas: no vNice

04:41:11 Maria del Mar Diaz: Nice

04:42:01 Scott Kiessig - SciC | PocketLab: Drop your questions in the chat for the q&a section coming up!

04:42:08 Darla Tillman: Thanks. Yay Brain Science!

04:42:26 Marsha Carey: I'm on live of course, but can't be live for the entire 8 hours today. Is there any way I can still receive the required certificate of participation for my district hours please? I will watch the other presenters via recorded option, or if not possible will write in the hours I attended live. Thanks for the info on the certificate. It has been awesome!

04:42:34 Deborah Shelvey: How do we see the whole panle? I can only see Dr. Heather

04:42:52 Scott Kiessig - SciC | PocketLab: Marsha- please email contact@thepocketlab.com

04:42:53 Ringo Sapp: She has priority as she's talking rn I don't think there is a way

04:43:03 Melissa Goes: Does long term gaming cause you to need more intense games or longer gaming sessions to get the same level of reward as a new gamer?

04:43:04 Ringo Sapp: Oh huh none are showing up...

04:43:14 Katherine Cachiotis: What are ways these neuroplasticity changes with esports can translate into future profession needs?

04:44:06 Susan Cabello: Cellphones are the kids cocaine today.

04:44:16 Scott Kiessig - SciC | PocketLab: To learn more about Dr. Heather Berlin visit <https://www.heatherberlin.com/>

04:44:18 Sonam Tshering: what about esports addiction?

04:44:41 Melissa Goes: How does too much gaming for young children affect their development?

04:45:14 Sara Hallgren: Not just gaming, why about screen time and instant gratification. How does that affect kids?

04:46:12 Melissa Goes: Does becoming addicted to one thing like gaming cause you to become more likely to be addicted to other things?

04:46:30 Melissa Goes: I love the questions Chuck asks.

04:46:41 Al Gonzalez: What about transference? There have been a lot of questions about skills transferring from games/gaming to other facets of life. What does the research show there?

04:47:08 Jason Patterson: Good question @Al

04:47:30 Anya Forestell: To teach digital citizenship, and that students' actions online still can have a real effect on others, we try to avoid using language like "real world" vs "online world", because the online world is real as well! Actions online have real world consequences. So instead of using "real world" we'll use other language like "offline world" or "physical world" :)

04:47:34 David Lance: Did you know there was an FPS to teach algebra released in 2004 with Full multiplayer? It won Macworld Editors' Choice in 2006. 5 Million players in 40 school districts. published research in 2008.

04:48:08 Katherine Cachiotis: Yes but adolescents have a gray area of reality so would that limit their brains from recognizing reality?

04:48:38 Clifton Roozeboom - PocketLab: Thanks everyone for engaging in the chat! Make sure to change your chat settings so all the educators can see your comments and connect!

04:48:58 Jessica Janusz: What's that game David ? The algebra

04:49:28 Christopher Neurinski: How has data determined if an increase in life in the "virtual" world has an affect on how people interact in the real world, including the classroom, work situations and social situations, including anxiety issues?

04:49:30 Vanilla Macias-Rodriguez: Many doctors train with video game like simulations for the new robotic instruments.

04:49:37 David Lance: Dimenxian by Tabula Digita (now DimensionU.com)

04:49:56 Jessica Janusz: Prob all the video games chuck lol jk

04:50:29 David Lance: FPS to Teach Algebra, 2004: <https://youtu.be/nczHn8TnaX4>

04:50:35 Katherine Cachiotis: long-term engineering goals rather than instant winner gratification

04:52:00 Katherine Cachiotis: behind the screen anonymity allows for a lack of manners and/or filters

04:52:18 Jessica Janusz: Tone/facial expression and body language convey so much more info than just words

04:52:43 Jennifer Fulton: The best friends I have made over the last decade have been made through gaming. I've never met any of them in real life but I still talk to one after 13 years

04:52:48 ALEXIS LEWIS: Little to no Intimacy

04:52:59 Jessica Janusz: Omg no thanks

04:53:00 Jessica Janusz: lol

04:53:03 Jason Patterson: Brave new world

04:53:23 Jessica Janusz: That and Cheetos lol

04:53:28 Katherine Cachiotis: whole new meaning to that lol

04:53:35 Ringo Sapp: so truee

04:53:36 Ringo Sapp: true

04:53:42 Asha Sharma: You guys areas funny

04:53:43 Rayyanah Benasing: truee

04:53:46 NICOLE WEIL: lol

04:53:57 Leah Young-Chung: This is making my "work hours" very entertaining

04:54:02 Jason Patterson: Amazing concepts though, Heather

04:54:04 Melissa Goes: Great intelligence has great sense of humor.

04:54:19 Jason Patterson: True Melissa

04:54:30 Maryann Flynn: :)

04:54:30 Scott Kiessig - SciC | PocketLab: Certs will be emailed tomorrow

04:54:37 Jennifer Fulton: Thank you for bringing this up Neil!!!

04:54:41 Darla Tillman: Love scientific sophomore humor. I'll never stop laughing every time I say, "Uranus".

04:54:46 Kirsten Mahovich: Have you ever taught middle school boys? The smell of nightmares!

04:54:46 Valeria Moreira: XD

04:54:54 Alicia Barajas: Great question... I was just thinking about that because my sons are on the spectrum.

04:55:01 Katherine Cachiotis: lol

04:55:04 Veronica Adame: lol

04:55:07 Jennifer Fulton: Yes, I teach at a full virtual school. We have many students with crippling anxiety that do so well at our school and really come out of their shells

04:55:08 Shirley Farrell: Thank you @Scott Kiessig

04:55:20 Jessica Janusz: Remember when teachers used to tell us we had to learn how to write out our math problems because we wouldn't walk around with calculators in our pockets?

04:55:42 Katrina Minck: ^ yes, Jessica! I do

04:55:53 Sonam Tshering: haha haha

04:56:03 Vanilla Macias-Rodriguez: Good one Jessica-good one!

04:56:06 Jennifer Fulton: haha, oh yes

04:56:21 Leah Young-Chung: BINGO!

04:56:29 Maria del Mar Diaz: I still ask my students to do everything in paper 😊

04:56:38 Jessica Janusz: So what do we do when they flip out when we turn it off though?

04:56:42 Jessica Janusz: Less time?

04:56:56 NICOLE WEIL: I still make them write the problems out - I've found if they don't know how to write it, they don't know how to enter it either.

04:56:59 ALEXIS LEWIS: I teach my students Balance. Everything is about balance.

04:57:10 David Lance: The phenomenological signs: time passes by quickly, you forget your problems, you may not eat to continue playing

04:57:17 Jason Patterson: Great point Alexis

04:57:37 Katherine Cachiotis: everything in moderation

04:57:41 Melissa Goes: There have been cases of people dropping dead from too much gaming.

04:57:44 Kate Gibson: Jessica are you speaking of your own children, or students? What I do is give time countdowns, "Screens are done in 10 minutes" then 5, 3, 2, 1, etc (I have an 8 year old and a 5 year old). It works really well for them

04:57:57 Susan Cabello: I understand the reason we should use eSports in the classroom, but I teach seniors in High School. Who is going to teach them to write an APA research paper if I'm teaching through eGames?

04:57:58 Mabel Ludka: Regarding the lack of face-to-face social interaction, new generations have less sex. This is already a reality in South Korea and Japan. Lower birth rates, good for the planet by the way...

04:58:05 Carol Brieseman: Thank you for bringing this up Neil

04:58:09 Jessica Janusz: Kate Gibson - We homeschool so both lol

04:58:14 ALEXIS LEWIS: Desensitization for children.

04:58:45 Christal Gamble: Homeschooler! -@Mamasweetbaby

04:59:01 Jessica Janusz: Don't we as animals need a healthy outlet for our aggression though so maybe video games are healthy in that way ?

04:59:23 Kirsten Mahovich: I grew up in the generation that blamed cartoons for violence. I think we look for excuses.

04:59:24 Kerry Eastwick: I have been known to tell students with anger issues to take it out in a game space.

04:59:32 Katherine Cachiotis: What about oversexualization and body image messages?

04:59:44 Jason Patterson: True Kristen

04:59:47 Bridget Lambright-Tommelleo: Loving the balanced approach to this discussion...rare during most eSports conversations.

04:59:55 Jessica Janusz: I feel like America's violence is due to lack of genuine community/connection

04:59:58 Sharon Saile: video games are not the problem - gun access is the problem!

05:00:10 Leah Young-Chung: @ Jessica you have a point.

05:00:25 Melissa Goes: Are video games as cathartic in releasing aggression and tension as physical activities?

05:00:33 Jason Patterson: Chuck with a 3 pointer

05:00:54 Barbara Cosgriff: Thank you Neil!!!

05:01:17 Veronica Adame: lol

05:01:23 Jessica Janusz: Melissa I think they are as cathartic - my husband is a perfect example he often just lets off steam after work with video games and specifically is like I wanna go shoot something online lol

05:01:26 ALEXIS LEWIS: Games are not the cause...but definitely desensitization

05:01:45 Jason Patterson: I listen to Startalk a lot. Get Heather on more often! She is amazing. Startalk is amazing!

05:02:00 Jessica Janusz: Alexis the news is desensitization too

05:02:17 Jen Massey: @Jessica That's me. I'm incredibly non-confrontational and avoid conflict at all cost, but my favorite games are bloody and violent. I love fighting games and first person shooters. I am aggressive as HELL in those games and its a huge release for me. I work out a lot of frustration there.

05:02:18 Kirsten Mahovich: @Melissa- I used to shoot Space Invaders after a bad day- found it very cathartic, maybe even more so than kick a soccer ball. And definitely safer for my team.

05:02:21 David Lance: Diversity: The FPS Algebra game had a black lead character and a woman second lead. the secondary/supporting characters were also a spectrum of cultural influence.

05:02:24 Leah Young-Chung: I think desensitization happens when we don't talk about it and don't bring humanity to things.

05:02:39 Jessica Janusz: Jen Massey my husband is the SAME and needs his games for that outlet

05:02:51 NICOLE WEIL: I use movies with a lot of explosions and such when I've had a really bad day as a way to release that aggression - video games can definitely serve that purpose as well.

05:02:51 ALEXIS LEWIS: ABsolutely

05:03:00 David Lance: Dimenxian was tested at the Harlem Childrens Zone and top school districts around the country.

05:03:13 Jason Patterson: Neil with the buzzer shot!

05:03:43 Jessica Janusz: I think we just need the big game makers to focus more on making educational ones and not just sports/violent ones

05:03:44 Katherine Cachiotis: We have always learned through gaming. I learned to count by playing blackjack

05:03:50 David Lance: The research shows kids in underserved districts improved the most, in many cases 1 to 2 grade levels.

05:03:51 Susan Pritchard: I love Neil ... Heather and Chuck are also great ... but I am always cautioned when a connection is stated without data ... so ... saying a large part of the Japanese population does violent gaming ... but there is very little shooting

of people ... there is another connection ... if you bing percentage of citizens in Japan who own guns ... you get this: How Many People Own Guns in Japan? A very, very small percentage of the Japanese people own guns (close to 0.1% of the population) and that percentage has been declining for years. In 2011 there were only a little over 120,000 licensed gun owners in Japan, down from 140,000 a few years earlier.

05:03:59 Kerry Eastwick: I agree Leah. I often have discussions about the portrayal of females in cartoons and games. We've had some interesting discussions about practical wear and why people think those portrayals are appropriate or not.

05:04:10 Leah Young-Chung: We use "oops! try again!" for trauma therapy. Its taken from videogames.

05:04:17 Jessica Janusz: Good point Susan

05:04:40 Susan Pritchard: So I am not sure you can truly make that connection made ... we need to look at all of the facts before making correlations of any kind ... just sayin'

05:04:46 Katherine Cachiotis: What soldier wants to wear boustiers?

05:05:13 Jason Patterson: Yeah that's a good point Susan

05:05:39 Jason Patterson: Ready Player One

05:05:43 Jen Massey: I actually had parents complain because I assigned video games for homework instead of sending worksheets. The fact that my students mastered multiplication facts faster than other classes didn't even seem to matter to them.

05:05:46 Corey Haught: hahahahaha

05:05:48 Corey Haught: I love chuck

05:05:52 David Lance: Link to Seminal research of FPS Algebra Game:

https://www.dropbox.com/s/83ghm5kiyp1uu9m/UCFResearch_Brief_June_202008%202.pdf?dl=0

05:05:55 ALEXIS LEWIS: LMAO @Chuck

05:05:57 Katherine Cachiotis: PWB instead of DWB

05:05:59 Jessica Janusz: Is that cultural appropriation though if you make your avatar like something else ? I guess no one would know though right

05:06:28 Katrina Minck: @Jen, what games helped with times tables? I'd love the names

05:06:44 David Lance: If this were really a thing, kids playing NBA2k would be amazing basketball players????

05:06:45 Scott Kiessig - SciC | PocketLab: Thanks to Dee Shelvey, you can find all the links being mentioned here

https://docs.google.com/document/d/1Ny3ozHssTHGuSDoYJxWNApOt_wuEx5sbCpE1lR9-uHw/edit?usp=sharing

05:06:50 Melissa Goes: What about desensitization? Does using of military drones like a video game make it easier to kill others?

05:06:59 Jason Patterson: Seperate Olympics for eSports?

05:07:02 NICOLE WEIL: They made skateboarding an Olympic sport, so why not?

05:07:18 Jennifer Fulton: Jen, I feel your battle. We are fighting the same battle as myself and the other teacher in our self contained classroom enjoy trying to motivate through using educational games. Some families are just totally against it and don't see that it works

05:07:38 Jen Massey: @Katrina One of the sites I used was Brainormous.com. My favorite game on there was Math-teroid.

05:07:39 Leah Young-Chung: @ Jessica cultural appropriation has to do with power and profit. Wearing a skin on an avatar isn't the same as gaining money from wearing that specific skin.

05:07:40 NICOLE WEIL: Skateboarding was a "slackers" thing, and now it's a legit sport.

05:07:48 David Lance: Biology as an eSport: <https://youtu.be/U8omIzctyX0>

05:07:56 Jessica Janusz: Thanks Leah

05:08:17 Katherine Cachiotis:if curling can be a sport, then esports can

05:08:19 Jessica Janusz: Is chess olymic?

05:08:21 Rafael Emiliano Aguilar Capetillo: Yes, but I think the world is not ready yet, there's a lot of desinformation about esports and videogames

05:08:25 Jennifer Fulton: The more that E Sports is known and becomes a household name per it will hopefully be more accepted

05:08:33 Jessica Janusz: Agree with heather

05:08:34 David Lance: Speed Chess!

05:08:42 Heather Bird: Why not have a mental competition olympics?

05:08:47 Katrina Minck: @Jen, thank you! :)

05:08:52 Leah Young-Chung: Acadeca!

05:08:59 Eric Freis: Gold Medal in Chutes and Ladders?

05:09:00 Bridget Lambright-Tommelleo: Yes, Kathleen.

05:09:01 Jennifer Fulton: Parents are seeing students get full ride scholarships from E Sports so the tide will change for many learning of this

05:09:04 Ringo Sapp: our views on the Olympics and what is considered an Olympic sport or not rn is shaped by what we have there already (all the physical sports) but if we do open it to mental ones then HELL YEAH

05:09:16 Gregory Saenz: Maybe an eOlympics?

05:09:20 Becah Jubon: a physical sports and a mental sports olympics

05:09:22 ARTURO MENDEZ: Chess is considered a sport.

05:09:24 Ringo Sapp: ^^

05:09:28 Jessica Janusz: E-Lympics ! lol

05:09:32 Ringo Sapp: Elympics

05:09:33 Jennifer Fulton: Mental Olympics, that would be cool.

05:09:40 Becah Jubon: Painting used to be in the Olympics

05:09:50 Jessica Janusz: LOL Neil !

05:09:52 Jen Massey: Yeah, I struggled getting parents and the older teachers on my team on-board. I constantly heard "They play enough video games at home. They don't need that at school." My point was that we need to engage them any way we can. If gaming is what they're into, USE that.

05:09:56 David Lance: Sculpting is an Olympic sport

05:09:57 Katherine Cachiotis: Yes The Thinker!!

05:10:02 Melissa Goes: = D

05:10:09 Jessica Janusz: Touche Chuck !

05:10:11 Jason Patterson: Im dead

05:10:19 Heather Bird: OMG! This is the best!

05:10:20 Alicia Barajas: Hahahaha

05:10:22 Leah Young-Chung: Uniforms would then not be a problem

05:10:24 Darla Tillman: lol I was just typing that the Greeks competed nude

05:10:26 Bridget Lambright-Tommelleo: Me too Jason

05:10:28 Cynthia Garay: Yeah, why not? LOL

05:10:32 Jen Massey: HIGH-INTEREST ACTIVITIES

05:10:33 Jessica Janusz: And it used to be all men

05:10:38 Katherine Cachiotis: Hes naked too

05:10:46 Ringo Sapp: naked

05:11:23 Sayda Mejia: yes

05:11:39 Jessica Janusz: Smells like Lily

05:12:00 Maria del Mar Diaz: cool name for the flowers

05:12:01 Ringo Sapp: suspicious...

05:12:14 Ringo Sapp: 🙄🙄

05:12:23 David Lance: Nice to see even Neil isn't sure which way to move with respect to the directionality of the video.

05:12:56 Jason Patterson: Look real

05:12:58 Shirley Farrell: I have those in my garden. They just finished blooming! They smell great too!

05:13:01 Ringo Sapp: they reach towards the sky is that why theyre called stargazer?

05:13:06 Susan Pritchard: lthough their flowers look like stars, Stargazer lilies get their name from the fact that the stems grow tall and the flowers look to the heavens.

05:13:08 David Lance: Stargazers inside; go figure.

05:13:12 Ringo Sapp: dang

05:13:22 Valeria Moreira: beautiful

05:13:24 Jason Patterson: Love Chuck
05:13:27 Jessica Janusz: Look at everyone having flowers.
05:13:30 Susan Bardenhagen: @/david- yes, I do the same constantly!
05:13:30 Heather Bird: Everything is smelling so good!
05:13:30 Katrina Minck: Men with flowers!
05:13:30 Diane Fontaine: my favourite as well! I have tons outside my house
05:13:33 Jessica Janusz: Heather and dave where are yours?
05:13:36 José Estudillo: Not me!!!
05:13:37 Melissa Goes: I love when we go into show and tell.
05:13:49 Jessica Janusz: Touche Heather
05:13:50 Shirley Farrell: I think those are alstroemeria
05:14:02 Gregory Saenz: Peruvian lily
05:14:03 Michelle Varnau: Astromeria Lilies great for economical flower
dissection.
05:14:06 Jason Patterson: Heather with a slam dunk
05:14:15 Kelsey Kiessig: We need Science Friday to pop on dressed as a
flower again!
05:14:28 Ringo Sapp: Elympics!
05:14:51 Heather Bird: Almost 50 - voted no. (Old fart)
05:14:51 Jason Patterson: Seperate eOlympics for sure though
05:14:55 Ringo Sapp: definitely
05:14:59 Jana Downey: Where is the data to support that claim?
05:15:06 Sara Hallgren: I'm a millennial and I voted no, but I'm also a former
college athlete so I'm biased
05:15:10 Shirley Farrell: I am 61 and said yes!
05:15:22 Jennifer Fulton: I said no but I do think there should be an Olympics
for them. I would just like to see it separate from the physical sports in the Olympics
05:15:22 Melissa Goes: 30 - No
05:15:33 Michael Carey: Correct, Neil
05:15:34 Ringo Sapp: 13 - No (but it very much depends on what is established
beforehand)
05:15:41 Miguel Ángel Centellas Levy: 33 and said no
05:15:41 Maria del Mar Diaz: I'm 33 and said no, there should be a separate event
for them
05:15:43 Danielle Murfee: 41 - no
05:15:47 Jana Downey: I wonder how athletes/nonathletes would vote
05:15:50 Mona Alhossin: no
05:15:57 Ringo Sapp: we need tom scott in here
05:15:58 Lisa Sica: I'm 41 and I would like to see a separate eOlympics
because there are so many disciplines

05:15:59 Tammie Schrader: 58 and said yes

05:16:06 Sam Nezza: 46 Yes

05:16:12 Gregory Saenz: Has to be its own Olympics, because the world would have to agree on which sport to play. Age 57

05:16:16 Ouahiba Elbarzouzi: 45 yes

05:16:27 Susan Bardenhagen: I didn't know that, Neil, about the marathon!

05:16:29 Jennifer Fulton: Yes, Lisa. and add in board games and such too.
Why not?

05:16:31 Susan Pritchard: sorry Chuck, found no flower named with your name, Like Heather has ... but ... there are at least two Neil flowers ... the Neil Diamond Rose ... and Rosa 'Neil Diamond' is a showy Hybrid Tea rose with very large, 5 in. across (12 cm), full, high-centered, deep pink flowers, adorned with white speckle and stripes. Opening from long, pointed buds, they are packed with 40-50 petals and exude an intense rose fragrance.

05:16:32 Mabel Ludka: 41 and said no

05:16:33 Katherine Cachiotis: Would the gamer training regimen be like shooting and archery regimens?

05:16:46 Susan Pritchard: Flower Trivia for your enjoyment!!

05:17:02 Kirsten Mahovich: 55-No... I can see be something separate.

05:17:10 Ringo Sapp: ^^

05:17:10 Sam Nezza: I wonder if the millennials were more no's compared to the forgotten Gen Xers

05:17:17 Corey Haught: curling is awesome

05:17:19 Alex McKale: Loaded words

05:17:21 Corey Haught: one of my favorite

05:17:23 Corey Haught: favorites

05:17:26 Lorraine McKay: alstroemeria

05:17:27 Ray Decker: 62 and no.

05:17:28 Jessica Janusz: Sam Nezza I doubt get X even on here

05:17:37 Jessica Janusz: any*

05:17:42 Jessica Janusz: Gen X*

05:17:42 Sam Nezza: I'm gen x. Thank you

05:17:43 Desiree Powell: Have another meetingregret having to drop off, but THANK YOU so much for this in-depth learning experience. with support. Cleveland, Oh looks forward to expanding our current Esport programming into Middle School offerings. Have a great weekend everyone!

05:17:48 Jessica Janusz: Ha!

05:17:51 Jana Downey: Curling is such a great olympic sport for physics teachers

05:17:54 Cynthia Garay: I'm not in my 20-30's, but I voted yes...Because we are shaping the future world leaders, entrepreneurs, scientist, educators, etc.... Society develops according to their needs and wants, and they must not be the same as ours. Need to become more open

05:17:56 David Lance: Differentiation is what kills the business model in schools. Schools buy for "all kids" so won't buy focused niche games that appeal strongly to a subset of players. therefore the business model of education doesn't support complex gaming.

05:17:57 Jessica Janusz: Any more Get X'ers?!

05:17:58 Sam Nezzar: 46

05:18:00 Jen Massey: Total Gen X here

05:18:03 Alex McKale: And interesting physics

05:18:05 Melissa Goes: Winter Olympics, Summer Olympics, E Olympics

05:18:09 Jessica Janusz: Oh maybe im thinking Get Z...

05:18:10 Darla Tillman: Gen X

05:18:14 Al Gonzalez: I'm 54, Gen X, and voted yes. Have you seen esports tournaments! They're wild!

05:18:17 Katherine Cachiotis: It's what we make our kids watch when they refuse to sweep their room

05:18:19 Sara Hallgren: I like that head melissa

05:18:21 Corey Haught: i love curling and im not conservative at all

05:18:25 Jen Massey: @ Melissa E-LYMPICS!

05:18:27 Corey Haught: furthest thing from

05:18:28 Enrique Buzo: I'm a boomer and said yes

05:18:31 Marta Bogdana Turcu: 58-yes

05:18:40 Jessica Janusz: I meant Gen Z sorry

05:18:41 Sam Nezzar: Gen Z yes they're just turning 21.

05:18:55 Jessica Janusz: I doubt Get Z would be on here is what I meant

05:18:58 Andrés Peña Monroy: I agree with olympic E-sports competitions

05:19:12 Jason Patterson: How about the 17 yr old medalist swimmer from Alaska! Represent!

05:19:16 Valeria Moreira: I'm turning 22 :o

05:19:17 Sara Hallgren: I'll be back on later. I'm still in summer school and have to go to car line

05:19:41 Alistair Douglas: Thank you folks, bedtime here in South Africa, really enjoyable and looking forward to catch up on the rest later!

05:19:48 Jennifer Fulton: 1980 is a tough year for what generation. Depending on what you look at I'm Gen X or Millennial. I identify as Gen X as I seem to fit in there more. Nothing wrong with Millennials though ;)

05:19:53 Brandy Clark: NO-Because Olympics are all physical activities, that's why we have Paralympics to accommodate those athletes that are other-abled. Would we then add a gamer section to Paralympics for some sort of other-abled in a mental capacity? I think that would take something away from those who can game well regardless of physical and mental ability.

05:20:01 Jason Patterson: Depends on developmental age?

05:20:23 David Lance: Recall is situationally dependent. so if you don't have the smell during the test you won't perform as well.

05:20:34 ARTURO MENDEZ: Yes but as with all sports and other activities... not exclusive of... what do you think Jason?

05:20:48 Ringo Sapp: If we were to have these smells, how would it be developed in the first place? Would the chemicals somehow be cast over the air or would we have to analyze what is happening on one person's end and replicate it on the other persons end? (which could be across seas)

05:21:08 Jessica Janusz: Hahah neil

05:21:08 Scott Kiessig - SciC | PocketLab: Coming up after the next break... Garvey from Twitch!

05:21:14 Valeria Moreira: So it would be olympics, paralympics and e-olympics? xd

05:21:24 David Lance: The famous test is with inebriation. study drunk, take the test drunk.

05:21:28 Carol Brieseman: You should come to Rotorua, New Zealand!

05:21:30 Regina Rose Regidor: Guess it doesnt matter what age we are in learning is for everyone who wants it 👍

05:21:39 Katrina Minck: Yes, Rotorua is unforgettable!

05:21:42 Melissa Goes: Every time I smell cow I think of home.

05:21:46 Jana Downey: ew

05:21:55 Jessica Janusz: That bakery would be shut down I hope haha

05:22:32 Jana Downey: Smells are encoded with memories. Do you ever smell something and it triggers a memory?

05:22:32 Scott Kiessig - SciC | PocketLab: To learn more about Dr. Heather Berlin visit <https://www.heatherberlin.com/>

05:22:36 David Lance: Expert video game developers moderate focus using a variety of timed stimuli.

05:23:20 Jason Patterson: Just thinking of how my middle school kids are subconsciously focused on pheromones.

05:23:31 Melissa Goes: Great question.

05:23:45 Sam Nezzar: Regina I agree. There's a place for all of us. I just find the statistics & data interesting as the majority population at a given time provides resources & community toward what's available globally. #Researcher =)

05:23:51 Kirsten Mahovlich: Smell is extremely important- it is important part of the entire experience... thinking back to dissection and the smell vs the smell of live surgery.

05:24:07 Katrina Minck: @David, yes, and as such some games are more addicting (or difficult to emotionally regulate) than others

05:24:07 Alcatel 1L PLUS: It is thrilling being part of this word-class Webinars or conferences. I am from Guatemala, it is my 2nd conference this year, I attended the one held in April. I teach English language at College.

05:24:22 David Lance: This varies WIDELY with the content. if I teach you basketball, you might pay attention. If LeBron walks in, everyone tries harder and pays way more attention. it's content that is KING.

05:24:45 Jessica Janusz: THATS why our capitalist system is the way it is...

05:24:52 Jessica Janusz: All the rewards for being greedy lol

05:24:58 Ringo Sapp: I mean... you're right chuck...

05:25:03 Sayda Mejia: hihhi

05:25:06 Miguel Ángel Centellas Levy: hate-speech against clowns!!!

05:25:07 Brandy Clark: Gaming together in a classroom; what are the positive consequences of game play with people as opposed to alone? Is there a pheromone connection?

05:25:23 Edgar Hernandez: You know it Jessica

05:25:37 ALEXIS LEWIS: @David..True

05:25:40 David Lance: The book is called Punishment by Rewards

05:25:51 Jessica Janusz: Theres a book called Punished By Rewards

05:26:01 Jessica Janusz:
<https://www.amazon.com/Punished-Rewards-Trouble-Incentive-Praise/dp/0618001816>

05:26:09 Becah Jubon: That's a big problem in schools

05:26:18 ALEXIS LEWIS: Reward for everything turns into entitlement

05:26:24 Scott Kiessig - SciC | PocketLab: At our upcoming break we are going to feature a lesson you can use in the classroom that is hosted by Neil and Chuck! You can find it and so many others for free here
https://app.thepocketlab.com/lab-report/pCnKv_U10001qsCB?ro=1&ref=%2Fresources

05:26:45 David Lance: It's CONTENT first: otherwise everyone would be playing the same games.

05:27:04 Kerry Eastwick: It's about building students up so that they get small but valuable rewards such as individual teacher attention. Very powerful if it works.

05:27:05 David Lance: Despite the mechanics of NBA2k, millions don't play.

05:27:42 David Lance: You need an expert educational game developer on this panel

05:28:04 Jessica Janusz: Neil as a scientist do you agree/disagree that we as animals need aggressive outlets or are humans capable of simply being peaceful/cooperative

05:28:05 David Lance: Failure promotes exploration and innovation. breaking rules, getting out of the box.

05:28:23 Jason Patterson: Overcoming adversity and failure is the reward

05:28:51 David Lance: But the educational game must be designed to promote failure or expand the environment to promote exploration and experimentation to discover deeper strategies

05:29:02 Jason Patterson: intrinsic rewards develop a more well rounded and gritty person over extrinsic rewards

05:29:11 Mitchell Foisy: People have forgotten how to be "bored" we always have to be stimulated

05:29:26 David Lance: Is intrinsic reward an oxymoron?

05:29:49 Brandy Clark: ★★🌀 M.istakes A.llow T.hinking to H.appen 🌀★

05:30:10 David Lance: In a well designed game, "mistakes" are learning, not mistakes.

05:30:14 Sheryl Murphy: BUT do gamers have preferences of games, so they wouldn't necessarily evolve from SuperMario to Call of Duty. If they are a "quester" or "puzzle solver" maybe they stick to Zelda or Everquest type games? If they like blowing things up/fighting, then it's call of duty...?

05:30:33 Jason Patterson: Not in my experience @D. Lance

05:30:34 David Lance: Game Genre is the new Learning Style

05:30:37 Alicia Barajas: I am glad you mentioned that Mitchell.

05:30:38 Ringo Sapp: Is it okay if we leave for periods and then come back?

05:30:43 ARTURO MENDEZ: Good point Neil.

05:30:45 Deborah Shelvey: So true Mitchell. I read I'm Bored to my students when they say they have nothing to do. and then i give them a potatoe

05:30:58 Ringo Sapp: Im Bored book is everything

05:31:02 ARTURO MENDEZ: Great answer Heather.

05:31:08 Jessica Janusz: Touche heather

05:31:10 Kerry Eastwick: Thinking only happens if the child is encouraged to extend themselves or is motivated to solve their own problem. The issue is where some of our students do not have a hardwired rewards pathway because of trauma

05:31:27 Alicia Barajas: It is difficult to explain to my kids the it is ok for them to be bored

05:31:29 Jason Patterson: Yes Kerry

05:31:45 Alicia Barajas: At least to let their mind take a break.

05:31:50 ALEXIS LEWIS: We train educators to promote vertical thinking.
Not just: Great job Jill..

More of: Tell me why you used those colours for this picture.

05:31:51 Melissa Goes: Does the lack of boredom stifle creativity? Einstein would sit and ponder things for hours. We don't have those kinds of gaps anymore.

05:32:21 Ringo Sapp: Is this going to become a startalk episode?

05:32:29 Deborah Shelvey:
https://www.amazon.com/Bored-Books-Michael-Ian-Black/dp/1442414030/ref=sr_1_1?dchild=1&keywords=i%27m+bored&qid=1627589819&sr=8-1 I'm Bored

05:32:53 Melissa Goes: Thank you!

05:33:06 Jessica Janusz: Great question melissa!

05:33:13 Ringo Sapp: ^^

05:33:36 David Lance: Descartes was in a room when he created the meditations

05:33:40 Jason Patterson: Gaw!!!

05:33:43 Beatriz Romera: kkkkkkkkkk

05:33:56 Maria del Mar Diaz: thanks, Chuck

05:33:56 Kerry Eastwick: Alexis, providing feedback like that is perfect for students with a traumatic background because it is very clear what was well done without providing them a "compliment."

05:33:57 Jessica Janusz: I am interested in what things are going to come out from all the time people were in quarantine creating

05:34:01 Darla Tillman: I gained 15 pounds during quarantine

05:34:21 Cassandra Abate: Darla you mean you "discovered" 15 pounds during quarantine

05:34:41 Darla Tillman: ha I wish

05:34:44 Scott Kiessig - SciC | PocketLab: At our upcoming break we are going to feature a lesson you can use in the classroom that is hosted by Neil and Chuck! You can find it and so many others for free here
https://app.thepocketlab.com/lab-report/pCnKv_U10001qsCB?ro=1&ref=%2Fresources

05:34:47 Ash Bystrom: Saw that Rodney bit, Neil!

05:34:48 Julie Golden Botti: I feel like there is a true value to eSports evolving into legitimate co-curricular activities that are valued and celebrated like typical athletics. I wonder if Heather can speak to the socio-emotional potential benefits of that.

05:34:54 Katrina Minck: @Deborah - A potato is a great entry point for inquiry - come to SciC6 Day 2 next week to learn more!

05:35:04 Jamie Weaver: I discovered the same weight

05:35:09 Cassandra Abate: i did too lol

05:35:16 ALEXIS LEWIS: No longer the long track to stimuli...its the Quick/fast/path to stimulation.
Microwave Society

05:35:34 Scott Kiessig - SciC | PocketLab: Day 2 featuring Katrina Minck!

05:35:47 Scott Kiessig - SciC | PocketLab: Invite your administration to day 2 of SciC6 by having them register at <https://www.thepocketlab.com/scic6>

05:35:50 Sonam Tshering: default mode of mind is happiness...

05:35:52 Jessica Janusz: Well just not having the music on in the car even

05:35:56 Alex McKale: resoures

05:35:58 David Lance: That's a FALLACY: Innovation only happens through iteration. this is the new world. so it's not busy work. invention is not innovation

05:35:58 Jessica Janusz: We need to make room for silence

05:35:58 Becah Jubon: AMEN! Kids need to be bored.

05:36:03 Jessica Janusz: All of us

05:36:11 ALEXIS LEWIS: @Kerry ..Thank you. This "soft skill" can be relearned and applied to any setting..

05:36:11 Leah Young-Chung: Anyone else have an imaginary skier on car rides they watch ride the horizon?

05:36:12 Asha Sharma: Do you think stress of screen time/ e-game can be taken care by meditation where one can reconnect with themselves?

05:36:22 Deborah Shelvey: I am on vacation next week, I will have to watch it later.

05:36:23 Edgar Hernandez: I love mind wandering time

05:36:24 Alex McKale: Y9ou need to give them resoucess

05:36:41 David Lance: Complexity evolves from simplicity so iteration is necessary. not just the idea.

05:37:01 Heather Bird: Love star talk! You guys were awesome..THANK YOU!!!

05:37:05 Valeria Moreira: Lovely~

05:37:07 Becah Jubon: Kids don't ponder anymore. They just get a thought and look it up on Google.

05:37:10 Edgar Hernandez: Thank you all!

05:37:11 ARTURO MENDEZ:So awesome.

05:37:13 Robert Burns: Awesome!!!

05:37:13 Rayyanah Benasing: Thank youu

05:37:16 ARTURO MENDEZ:Thanks guys

05:37:17 Miguel Ángel Centellas Levy: thnak you!!!

05:37:17 Jessica Janusz: Becah it's like the Matrix

05:37:17 Jason Patterson: TY TY TY

05:37:22 Cassandra Abate: Thank you!

05:37:22 Julie Golden Botti: Thank you!

05:37:23 Michael Carey: Thank you, Neil, Chuck, and Heather! And Dave, too!

This was awesome!

05:37:24 Beatriz Romera: Thank you, guys !

05:37:24 Asha Sharma: STARRALK!!!!!!!!

05:37:27 Jose Ramon Rivera Acosta: THANKS, ...

05:37:27 Robin Porter: Thank You!!

05:37:27 Sonam Tshering: thank you.

05:37:28 David Lance: IT's like saying you don't have to play the whole game of chess because you thought up a new opening. you must play the whole game.

05:37:28 Maria del Mar Diaz: Love them

05:37:29 Jessica Janusz: Thanks !!!

05:37:32 Rachael Gore: It was great listening to you Neil. I will have the pleasure of seeing you again in Colorado to discuss the cosmic collisions.

05:37:33 Alicia Barajas: Thank you. I loved this.

05:37:33 Melissa Goes: Thank You!!! <3 Startalk!

05:37:43 Jenan Berrios: Thank you!

05:37:49 Sonam Tshering: lamda variant

05:37:49 Gasant Gamiet: Thank you All, Bye Bye from Cape Town

05:37:52 Jessica Janusz: Thats what I've been saying Neil !!!!!

05:37:55 Jessica Janusz: Its natural selection !

05:37:55 Katrina Minck: You have been so inspiring. Thank you ALL! :)

05:37:57 Tangela Cooke: Thank you! This has been good medicine!

05:38:03 Rebecca Paynter: Thank you! From Trinidad and Tobago

05:38:05 Beatriz Romera: Thank you

05:38:10 Jana Downey: First day of school speech...

05:38:12 Anjana Awadhiya: Learning should be Fun. Thank you ALL of You

05:38:13 Jessica Janusz: <3

05:38:17 Marta Bogdana Turcu: Thank you

05:38:23 Scott Kiessig - SciC | PocketLab: Access this "Notebook with Neil" lesson and more here
https://app.thepocketlab.com/lab-report/pCnKv_U10001qsCB?ro=1&ref=%2Fresources

05:38:23 Jason Patterson: LOOK UP!

05:38:40 Enrique: just keep looking up

05:38:51 Mrs. Modica: Thank you, Neil, Chuck, Heather and Dave! This was a great discussion! :)

05:38:52 Krishna Thakur: thank you

05:39:19 Scott Kiessig - SciC | PocketLab: Access this "Notebook with Neil" lesson and more here
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05:39:33 Darla Tillman: "Celebration of Learning" - yes!

05:39:40 Carey Hancey: Unfortunately I got a breakthrough variant despite full vaccination. Nonetheless, the symptoms are much less harsh had I not received the vaccine. Get vaccinated!

05:40:24 Scott Kiessig - SciC | PocketLab: Access this "Notebook with Neil" lesson and more here
https://app.thepocketlab.com/lab-report/pCnKv_U10001qsCB?ro=1&ref=%2Fresources

05:40:42 Katrina Minck: This is sooo cool!

05:41:21 Scott Kiessig - SciC | PocketLab: To find this and tons of other free lessons visit <http://thepocketlab.com/lessons>

05:41:21 Jason Patterson: YES!

05:41:58 Scott Kiessig - SciC | PocketLab: Certs will go out tomorrow

05:42:36 Scott Kiessig - SciC | PocketLab: At the end of the day we will survey all attendees. In the survey will be a question where you get to vote on which sessions you want to see a 60-90 minute version of in the near future!

