

YWK503 Gaming, Game Addiction and Cyber-Bullying

Level: 5

Credit Units: 5 Credit Units

Language: ENGLISH

Presentation Pattern: EVERY JULY

Synopsis:

Games and concerns over gaming addiction have been building in recent years. Gaming addiction was officially added to the World Health Organisation's International Classification of Diseases in May 2019, with the list to come into effect in 2022. The Internet as well, has become for many people, especially youths and young adults, an essential and intrinsic part of their lives. It makes information available to be shared worldwide, at any time; enables learning about any topic; and allows for instantaneous communication. And it provides endless entertainment as well. But the benefits of online access are accompanied by serious potential risks.

YWK503 Gaming, Game Addiction and Cyber-Bullying explores some facets of online health and safety. It presents some conceptual framework, and explains specific topics such as gaming addiction, cyberbullying, the rise of social media, obscene and offensive content, etc. At the same time, presents that video games can help us develop skills, make friends, succeed at work, form good habits, and be happy. Taking the time to learn what's happening in our heads as we play and shop allows us to approach games and gaming communities on our own terms and get more out of them.

With sales in the tens of billions of dollars each year, just about everybody is playing some kind of video game whether it's on a console, a computer, a web browser, or a phone. Much of the medium's success is built on careful (though sometimes unwitting) adherence to basic principles of psychology. This is something that's becoming even more important as games become more social, interactive, and sophisticated.

As such, there would be a short discourse as well to learn how to leverage the principles of psychology, to learn how to gamify learning and allow youth work practitioners to be more effective in their engagement with youths.

Topics:

- Online issues involving harm to others – Internet and Gaming Addictions
- Online issues involving harm to others – Cyberbullying and cyberstalking
- Issues regarding online health and safety – Technology and social behaviour: The rise of social media websites
- Issues regarding online health and safety – Obscene and offensive content and online censorship
- Gamers – From “perfectly normal people” to “raving lunatics”
- Gamers – Feeling good and nostalgic to cheat, hacks and peaking at strategy guide
- Game design – Sustaining the exciting in-game with new loots
- Game design – Get them to grind, complete side quests and chase achievements
- Game economics – Games are money generating machines
- Games – Good, bad or ugly
- Gamification – Leveraging the foundational elements of games for learning and change
- Gamification – Changing the game with storytelling in the virtual and real world

Textbooks:

Schell, B. H.: Online health and safety: From cyberbullying to internet addiction: from cyberbullying to internet addiction. 2016 ABC-CLIO
ISBN-13: 9781440838965

Madigan, J.: Getting gamers: The psychology of video games and their impact on the people who play them. 2019 Rowman & Littlefield Publishers
 ISBN-13: 9781538121337

Kapp, K. M.: The gamification of learning and instruction fieldbook: Ideas into practice. 2013 John Wiley & Sons
 ISBN-13: 9781118674437

Learning Outcome:

- Review underlying causes, signs, symptoms, assessment and intervention techniques related to gaming, addictions, and cyberbullying.
- Review the principles underpinning systems and resources relating to gaming, game addiction and cyber-bullying, that safeguard and promote the best interests of youths.
- Evaluate principles underpinning dynamics and approaches involved in engaging youths through social media and gaming, that would also foster cyber wellness.
- Facilitate the use of appropriate strategies to support youths make progress in more healthy and positive online and gaming behaviours.
- Review and refine relevant programmes to engage parents, schools and community members to help youths develop more positive strategies towards online engagements.
- Facilitate mentoring sessions and programmes with youths in various degrees of internet and gaming engagement, and guiding them towards manoeuvring through life responsibilities like, education, career, relationships, commitment, etc.

Assessment Strategies (Evening Class):

Components	Description	Weightage Allocation (%)
Overall Continuous Assessment	PARTICIPATION 1	5
	TUTOR-MARKED ASSIGNMENT 1	20
	PRESENTATION 1	25
Overall Examinable Components	ECA	50
Total		100