



How Society sees Gamers

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PLAYING TO WIN: LEADERSHIP AND SUSTAINABILITY AT ESB ELECTRIC UTILITY



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SUSTAINABILITY AT ESB
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How Society sees Gamers

The Truth
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IF PEOPLE WERE INFLUENCED
BY VIDEO GAMES,
THEN THE MAJORITY OF
FACEBOOK USERS
WOULD BE FARMERS
BY NOW.

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It is up to us
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Games are rated just like
movies. We wouldn't let a 10
year old watch an
MA 15+ movie

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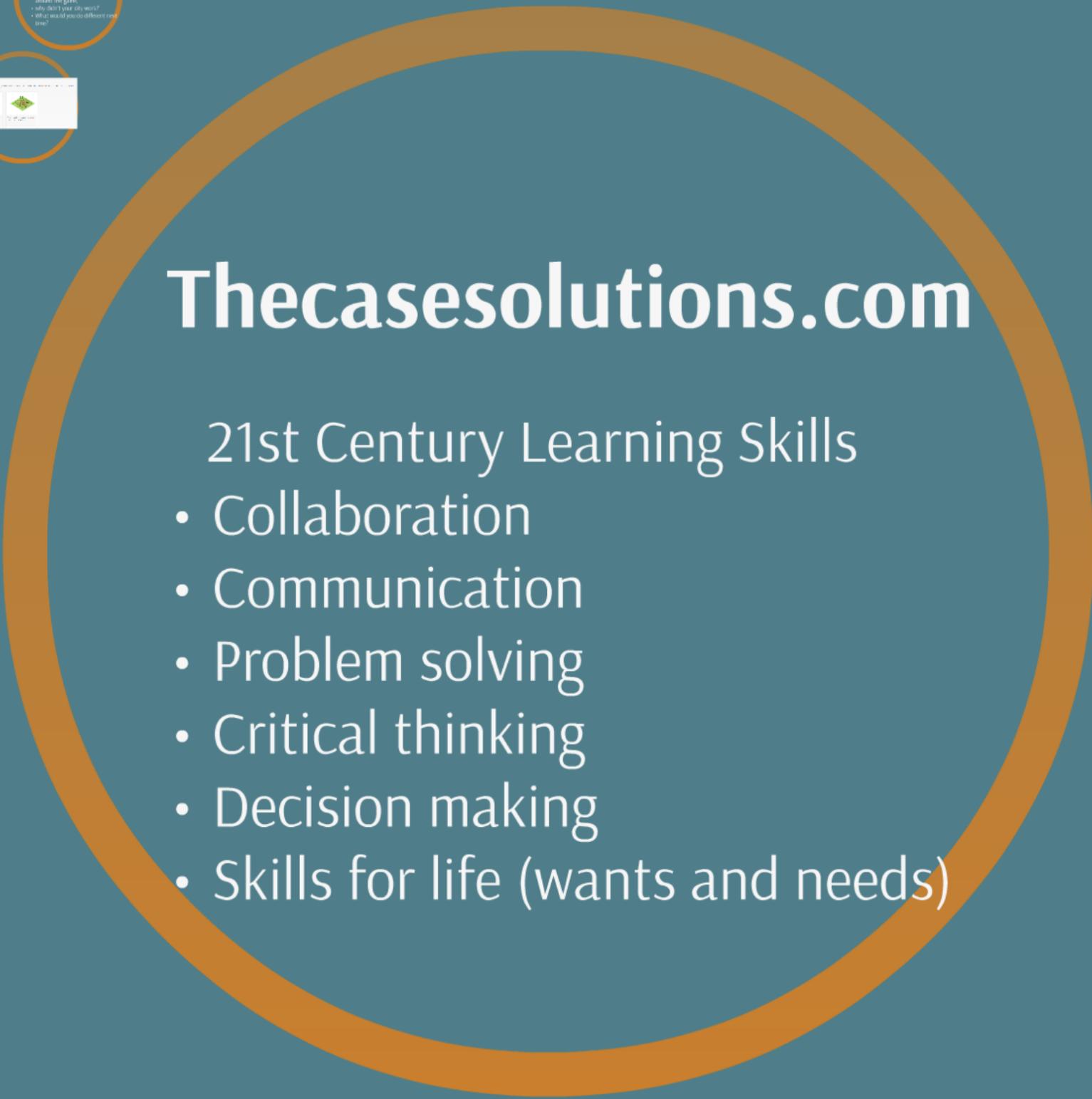
The importance of games

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Let's brainstorm!

What skills does game
playing encourage?

Use a mind mapping app to
show your ideas



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21st Century Learning Skills

- Collaboration
- Communication
- Problem solving
- Critical thinking
- Decision making
- Skills for life (wants and needs)

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Games Allow Students:

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1. freedom to fail;
2. freedom to experiment;
3. freedom to fashion identities
4. freedom of effort
5. freedom of interpretation

Electricity
Godfinger
We City
We Rule Quests
Farmville
Coffee tycoon

Serious Games
Simulation & Global Issue games
Virtual world games

Games Ba
Learning

True gamers exhibit all the skills we ask of students, yet we as a society are quick to ban or discourage games in school.

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Gamers are creative, collaborative, they are problem solvers and they will continue to fail until they win!