

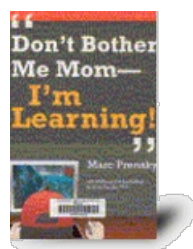
Don't bother me, Mom, I'm learning!: How computer and video games are preparing your kids for 21st century success and how you can help

[Advanced search](#)



[ESPAÑOL/CATALÀ](#)

- [HOME](#)
- [PRESENTATION](#)
- [EDITORIAL BOARD](#)
- [MANUSCRIPT SUBMISSION](#)
- [INDEXING](#)
- [SUBSCRIPTION](#)
- [PUBLISHED ISSUES](#)
- [___](#)



- [Available at the UOC's library](#)
- [The author on the Net Marc Prensky](#)

Don't bother me, Mom, I'm learning! How computer and video games are preparing your kids for 21st century success and how you can help

Marc Prensky

abstract

Marc Prensky presents the case - profoundly counter-cultural but true nevertheless - that video and computer game playing, done appropriately, is actually very beneficial to today's "Digital Native" kids, who use them to prepare for life in the 21st century. Prensky believes that kids are so attracted to these games because they are learning about important "future" things, from collaboration, to prudent risk taking, to strategy formulation and execution, to complex moral and ethical decisions. The author's arguments are supported by PhDs studying both violence and games in their totality, and by studies of gamers who have become successful corporate workers, entrepreneurs, leaders, doctors, lawyers, scientists and other professionals.

keywords

"digital native" kids, digital learning, video and computer game

catalogue card

Title: Don't bother me, Mom, I'm learning! How computer and video games are preparing your kids for 21st century success and how you can help

Author: Marc Prensky

Publication: St. Paul: Paragon House, cop. 2006

Subjects: Computer games-Social aspects, computer games and kids, social learning

ISBN: 1-55778-858-8

index

Introduction

Forward by James Paul Gee

Part I: Games are NOT the Enemy

Part II. The Rise of the Digital Native

Part III. What's Different About Today's Games

Part IV. What Kids Are Learning (On Their Own)

Part V. How Parents, Teachers, and All Adults Can Get In The Game!

Conclusion

Epilogue

Appendix: A Parent and Teacher Toolkit

Notes

Further Reading

Index

About the Author

uocpapers



[Legal notice](#) · [Cookie Policy](#)

 UOC



The texts published in this journal, unless otherwise indicated, are subject to a [Creative Commons Attribution-Noncommercial-NoDerivativeWorks 2.5](http://creativecommons.org/licenses/by-nc-nd/2.5/es/deed.en) licence. It may be copied, distributed and broadcast provided that the author and UOC Papers are cited. Commercial use and derivative works are not permitted. The full licence can be consulted on <http://creativecommons.org/licenses/by-nc-nd/2.5/es/deed.en>

5- Don't Bother Me Mom--I'm Learning, by Marc Prensky. "Marc Prensky presents the case—profoundly counter-cultural but true nevertheless—that video and computer game playing, within limits, is actually very beneficial to today's "Digital Native" kids, who are using them to prepare themselves for life in the 21st century. Covering game design, game culture, and games as 21st century pedagogy, it demonstrates the depth and breadth of scholarship on games and learning to date. This volume examines the claim that computer games can provide better literacy and learning environments than U.S. schools. Using the words and observations of individual gamers, this book offers historical and cultural analyses of their literacy development, practices, and values."

How computer and video games are preparing your kids for 21st century success”And how you can help! Saint Paul, MN: Paragon House. has been cited by the following article: TITLE: Digital Sport-Management Games and Their Contribution to Prospective Sport-Managers”™ Competence Development. AUTHORS: Rolf Kretschmann.Â ABSTRACT: The immersive and engaging characteristics of digital games are leading current pedagogical discussions about digital media. Game scientists, (pedagogical) researches, and practitioners continue to attempt to embed digital games in pedagogical settings. They consider these games to be so called serious games. How Computer and Video Games are Preparing Your Kids for 21st Century Success - and How You Can Help! ISBN: 1557788588.Â How to understand your own kids better and build better relationships using games as a base; And, most importantly, How to augment and improve what your kids are learning by HAVING CONVERSATIONS THAT THEY WANT TO HAVE about their games. Back to top. Rent Don't Bother Me Mom--I'm Learning! 1st edition (978-1557788580) today, or search our site for other textbooks by Marc Prensky. Every textbook comes with a 21-day "Any Reason" guarantee.