

Massively multiplayer online games (MMOs) in
the new media classroom

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Half Life 2

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Progress Report

- iPhone SDK Tutorial
 - 3D Transitioning Views
 - Multi-touch zoom
 - Single tap changes the color of the cube
 - Added a light source
- Conference teambuilding game
 - Co-op Table Tilt

Brief Summary/Hypothesis

- MMOs – Everquest and Second Life
- Hypothesis: MMOs are living, breathing textbooks that provide students with first-hand exposure to critical theory and professional practice
- Main points:
 - Situated learning theory
 - Virtual worlds are safe
- Conclusion – MMOs can facilitate learning

The Good, the Bad, the Ugly.

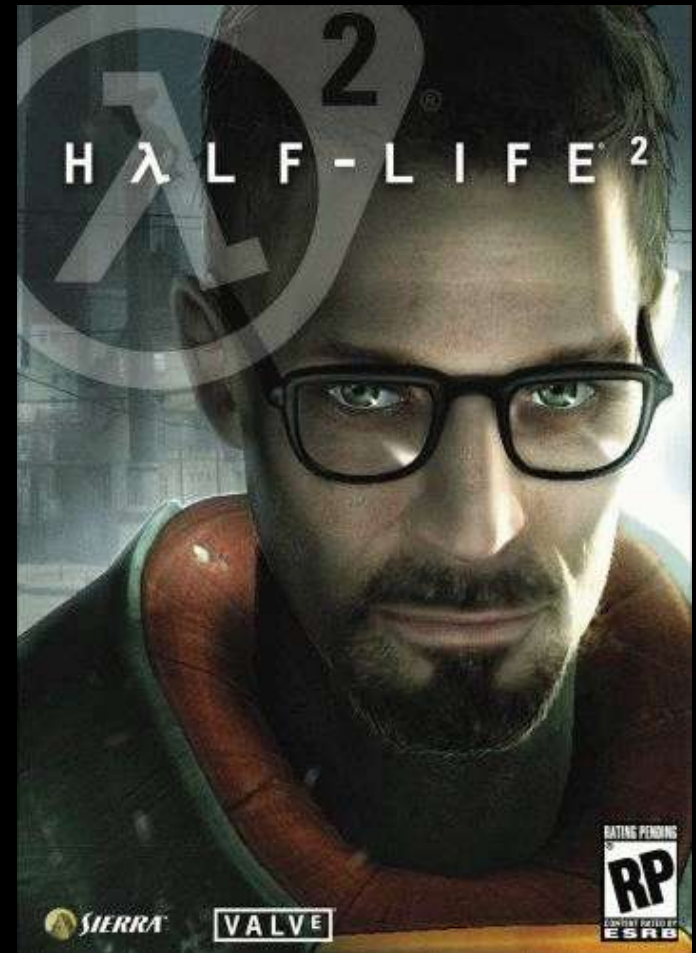
- The Good
 - Flow experience
- The Bad – what could have been done differently
 - No concrete data
 - Everquest

Take Away Message

- MMOs are living, breathing textbooks that provide students with first-hand exposure to critical theory and professional practice
- Future Work:
 - Journalism, advertising, economics, and political theory

Half Life 2

- Genre – FPS
- Post-apocalyptic setting
- Variety
- Innovative



Half Life 2

- Graphics and sound
- Plot holes
- Easy to get stuck
- Good pacing
- Familiar concepts are changed in unexpected ways



Thank You!

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Works Cited

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- Half Life 2. Computer software. Vers. 1.0. Bellevue, WA: Valve Corporation, 2004.