How to Set ProSocial Values Atmosphere via Digital Games Among Peers

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Usak - First teachers' training

ProSocial Values

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FRIENDS OF EDUCATION

LEARNING OUTCOMES

- To understand ProSocial Values concept of learning atmosphere via digital games
- To promote how to unleash emphaty with digital games among peers in the classroom
- To promote how to unleash equality with digital games among peers in the classroom
- To lead students how to contribute to the community with prosocial values and perspective using digital tools and games
- To promote actual behavioral cahnge
- To convey peosocial message in games
- To enact prosocial behaviours virtually
- To modify elements of a game title that thay find unjust

TRAINING CONTENTS

Prosocial behaviour in the form of sharing, helping, and cooperating is a hallmark of social competence throughout childhood. Of direct relevance for schooling is that prosocial behaviour has been related positively to intellectual outcomes, including classroom grades and standardized test scores.1 Displays of prosocial behaviour also have been related positively to other socially competent outcomes, including social acceptance and approval among classmates and being liked by teachers" (Wentzel, 2015:1)."In response to an increasingly interdependent world, educators are demonstrating a growing interest in educating for global citizenship. Many definitions of the "good global citizen" value empathy as an especially important disposition for understanding others across national borders and cultural divides. Yet it may be difficult for people to achieve empathy with others who are perceived as psychologically and geographically distant. Can digital simulation games help foster global empathy and interest in global civic learning?" (Bachen, Hernandez-Ramos, Raphael, 2012). The answer is YES.

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Practice of Empathy

Children who recognize their own feelings and the feelings of others are more likely to live content lives. Empathy training helps a child learn to recognize feelings – her/his and others. The ability to see situations from different points of view is an important life lesson. Parents and teachers help their child to develop empathy. Use daily events to teach your child to:

• Make eye contact with others. Look at the other person's face when talking.

• Notice how people feel. Does this person look sad？

• Label feelings. Help your child put a name to his/her and others' feelings – sad, angry, surprised.

• Calm herself and control her impulses. Let your soothing words be an example of positive self-talk. Be gentle and loving as you teach these skills. And more…

Prosocial behavior

Broad category of behaviors that includes any action that provides benefit to others

- Following rules in a game

- Being honest

- Cooperating with others in social situations

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Think of the last time you helped someone else out?

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Now think of *why* you *think* you helped out that other person?

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Helping someone without any greed...

...is the real humanity

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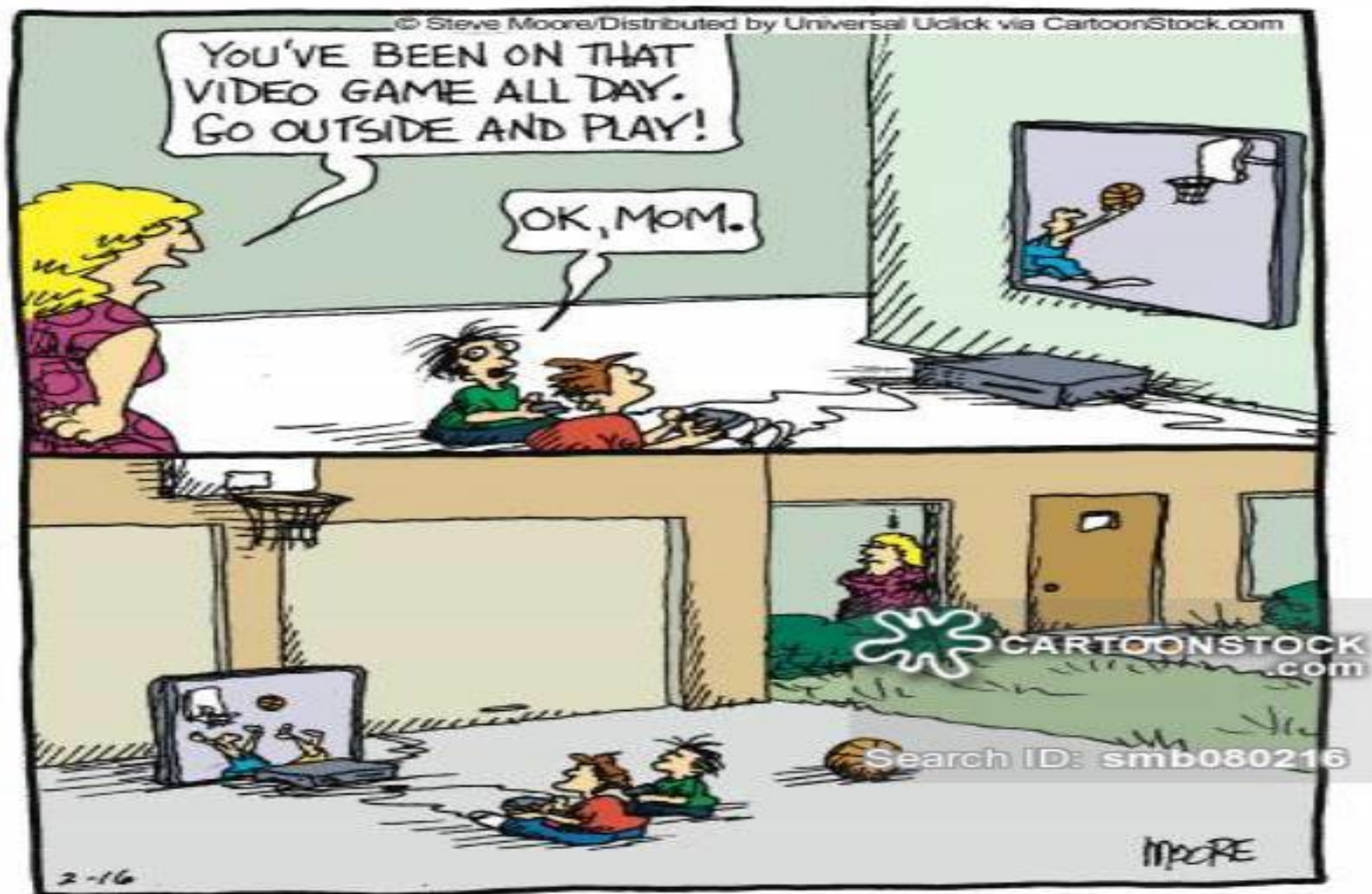
How can we teach children being pro-social?

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Playing video games cooperatively with others can lead to widespread benefits by making players think helpful behaviors are valuable and commonplace.

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Experimental evidence has pointed toward a negative effect of violent video games on social behavior. Given that the availability and presence of video games is pervasive, negative effects from playing them have potentially large implications for public policy.

On the contrary, playing a prosocial (relative to a neutral) video game increases helping behavior.

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Video games offer
excellent conditions for learning to occur: They simultaneously expose the player to modeling, rehearsal, and reinforcement of the social behavior that is involved in the game's theme. Thus, there are good reasons to assume that playing video games with prosocial content may foster prosocial behavior.

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Prosocial behaviors can play a vital role in forming positive interpersonal relationships. Children who adjust socially during their school years tend to become positive socially well-adjusted adults.

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Peer interactions differ from interactions with adults because the children can interact as equals, which allows
the children to assert themselves, present their own ideas,
and argue different viewpoints.

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The design of a game may influence prosocial behavior. If a game requires
two or more children to work together when playing, the result is more social interaction, compared to games designed for individual child.

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Cooperative games are based on cooperation, acceptance, involvement, and fun, children are free to exhibit prosocial behaviors without forfeiting victory.

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Also If the game has some hidden messages (empathy, tolerance, respect etc.) The child will learn to be pro-social.

It is clear that video games can have both positive and negative influences on behavior. On the negative side, violent video games can lead to more aggressive behavior in general. On the positive side, playing action video games can make people faster and more accurate in other settings that require complex actions.

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In an experimental study of 161 American college students, those who were randomly assigned to play prosocial games (Chibi Robo and Super Mario Sunshine) behaved more prosocially toward another student in a subsequent task than those who played either neutral (Pure Pinball and Super Monkey Ball Deluxe) or violent video games (Ty2 or Crash Trinsanity). Those who played the violent games engaged in more harmful behaviors toward other students.

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Violent content in video games can lead people to behave more aggressively. Prosocial content, in contrast, can lead people to behave in a more cooperative and helpful manner.

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Games about personal skills	Games about Relational skills	Games About Social skills
Cool School: Where Peace Rules	Against all odds	Build Your Own Hero
Laika	Build Balance	Educamigrant
Liyla and the Shadows of War	Cool School: Where Peace Rules	Laika
Lost in Space	Golden Frontier	Pig Pile
Rock the Boat	Interland (Be Internet Awsome)	Pushy Paddles
School Bullying	Lost in Space	Rock the Boat
Stray Puppy Care	Season's Soup	School Bullying
Swing Fling	The Chase	Season's Soup
The Journey of Elisa	The Journey of Elisa	Swing Fling
	Third World Farmer	The Chase
		Tower Together
		World Rescue