



Responsible Video Gaming

Programme Rationale

Primarily seen as a hobby, an escape, a waste of time or even the cause of mental health problems, video games have a less than desirable reputation with a large demographic of the Maltese Islands. Education is lacking in both the formal and informal sectors.

Programme Description

Level Academy, in collaboration with the Richmond Foundation will hold a series of single session workshops targeting Responsible Video Gaming and Gaming Disorder and Addiction. During the session, parents and children will be split into 2 different training rooms.

The session for parents will target:

THE DEVELOPING YOUNG BRAIN

We provide an overview of typical brain development and mental health in youths.

Through hands-on case simulations we will emphasise the importance of online etiquette and the reality of cyber-bullying. Proactive and reactive measures on how to counter an attack of various forms will be addressed and practised.

WHAT IS ADDICTION?

We will take a closer look at addiction and addiction as a mental illness, outlining the risks and common warning signs for addiction.

21st CENTURY SKILLS

We focus on the educational value of video games targeting the practice of communication, collaboration, critical thinking and creativity through play. Who said that learning can't be fun?

GAMING DISORDER

We will distinguish between gaming disorders and problem gaming and follow up with what support and professional help is available.

ESPORTS

We will also provide a brief introduction to wonderful world of esports and why it is undoubtedly the next big thing.

The session for children will target:

ONLINE SAFETY



CREATING A BOND THROUGH GAMING

During the final 30 minutes of each session, parents and children are brought together to experience first-hand the concepts presented throughout the course. Focus will be placed on increasing parents' awareness of both the dangers and the value of playing video games as well as the 21st Century skills practiced through play. The aim is to with a better understanding of how to nurture a safer and healthier playing environment.

Target Group and Eligibility

This programme is aimed at parents / guardians and children with a passion for video games.

Minimum Age for children: 10
No. of participants per group: 12 Adults + 12 Children

Programme Details:

Session Duration: 2 hours
Venue: Level Academy, 5 K. Galea Street, Birkirkara

Programme Schedule:

Date: 21st March 2020
Time: 09000 til 1100
Location: 5, K. Galea Street, B'Kara

Registration

How to register:

- Registrations will be accepted through the link below:

<https://bit.ly/2rtvRAt>

- Only application forms that are filled in entirely will be considered.
- Participation on this Programme is **FREE OF CHARGE**

