

Gaming, Diversity & Inclusion

DQ Workshop

Raising Good Gamers: Envisioning an Agenda for Diversity, Inclusion and Fair Play

New York, USA 25-26 February 2020

Invitation

The promise and potential of games and new media as spaces of learning, social exchange and civic engagement among youth will not be realized without a shared public agenda addressing the growing problem of toxicity online. While policies and infrastructures have long been in place to assure safe, public playgrounds for kids in the real world, no such approaches exist for the online playgrounds where young people are spending increasing amounts of time.

The Connected Learning Lab (CLL) at UC Irvine, Games for Change and DQ Institute, in association with the World Economic Forum will host a 1.5-day cross-sector workshop bringing together developers, gaming advocates, researchers, educators and parents to create a youth-centered agenda for pro-social gaming. The goal: develop a shared agenda to guide future research and collaboration to make online gaming communities more youth-friendly and inclusive. Participants will work together to develop an alternative vision of young people's capacity for ownership and control of the mechanisms shaping the culture and climate of their online communities; combating online toxicity while also challenging current norms around parental/adult control and surveillance of youth activity.

Participants will work together to:

- Identify a set of challenges that can help define a research agenda and support progressive coalition building;
- Identify a set of promising strategies to address these challenges;
- Create guiding principles and a shared agenda for developing positive gaming communities through the social-emotional development of youth. These principles include inclusive design processes, ways of addressing barriers and methods to effectively measure impact;
- Lay the foundations for an initial coalition of committed stakeholders to carry the work forward.

The CLL and Games for Change will publish a report synthesizing the proceedings of this event. The report will be used to catalyze additional interest in the issue, and be used as a roadmap for future research, fundraising and collaborations.

Location:

World Economic Forum
350 Madison Avenue
New York, NY 10017

Date and Time:

Tuesday, 25 February from 08.00 to 17.00

Wednesday, 26 February from 08.00 to 12.00

About DQ Institute:

DQ Institute (DQI) is an international think-tank that is dedicated to setting global standards for digital intelligence education, outreach and policies. Working together with international agencies and local partners, DQI builds multistakeholder coalitions that advance its mission and help people worldwide. DQI's award-winning educational programmes include the #DQEveryChild initiative, which seeks to empower 1 billion children with digital intelligence education.

For more information please visit <https://www.dqinstitute.org>

About Connected Learning Lab (CLL) at the University of California at Irvine:

The Connected Learning Lab (CLL) at the University of California at Irvine is dedicated to studying and mobilizing learning technologies in equitable, innovative, and learner-centered ways. Over 40 faculty are members of the CLL, representing a diverse range of disciplines and departments including Anthropology, Comparative Literature, Computer Science, Education, English, Informatics, Nursing, Psychological Sciences, and Sociology. The CLL advocates for connected learning: learning that combines personal interests, supportive relationships, and opportunities. It is learning in an age of abundant access to information and social connection that embraces the diverse backgrounds and interests of all young people.

About Games for Change:

Games for Change (G4C)'s mission is to empower games developers, XR creators and social innovators to drive real world change through games and immersive media. G4C incubates games and XR projects, engages the public through events and arcades, engages professionals and youth through design challenges, and provides platforms for the exchange of ideas and resources. G4C works with funders, content specialists, learning experts and creative teams to create and distribute successful impact games and XR projects.

Founded in 2004, G4C's signature programme is the annual Games for Change Festival, the largest industry facing gaming event in New York City with more than 1,100 attendees on-site and thousands more who access festival content via Facebook Live and YouTube. G4C's programmes that advance games and learning include the Games for Change Student Challenge – a digital game design competition for public middle and high school students, which reaches more than 10,000 students a year – currently in Atlanta, Detroit, Los Angeles and New York City.

For more information please visit <https://www.gamesforchange.org/>

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