

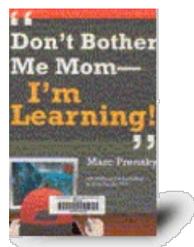
# Don't bother me, Mom, I'm learning!: How computer and video games are preparing your kids for 21st century success and how you can help

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# 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

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Forward by James Paul Gee

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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."

This Digital Natives video acts as an introduction to the needs of 21st century learners. As you watch this video, think about the following questions: • What is surprising to you? • Name at least two statistics that you fit into. • Are there any terms used here that you do not know? Readings: Richardson, C. (2008). • The emerging online life of a digital native. "Don't bother me Mom, I'm learning!": how computer and video games are preparing your kids for twenty-first century success and how you can help! (pp. 40-51). St. Paul, Minn.: Paragon House. 21st Century Learners vs 20th Century Teachers.  
<http://roxannnys.pbworks.com/w/page/6883448/21st%20Century%20Learners%20vs%2020th%20Century%20Teachers>. Connect Don't Bother Me, Mom! m Learning: How Computer and Video Games are Preparing Your Kids for 21st Century Success and How You Can Help! Marc Prensky. Paragon House (2006) (254pp., \$19.95, ISBN: 1-55778-858-8). Article • December 2006 with 67 Reads. How we measure 'reads'. A 'read' is counted each time someone views a publication summary (such as the title, abstract, and list of authors), clicks on a figure, or views or downloads the full-text. Learn more. • This gives an overall view of the m-learning domain and shows that researchers are still wandering on how m-learning will help reaching the goals of a better learning, and how it will be different from the rest of [Show full abstract] e-learning. View full-text. Article.