

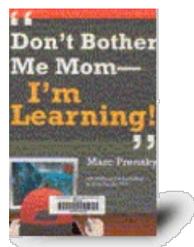
# Don't bother me, Mom, I'm learning!: How computer and video games are preparing your kids for 21st century success and how you can help

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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

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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."

Good Video Games + Good Learning: Collected Essays on Video Games, Learning and Literacy. New York: Peter Lang. CrossRef Google Scholar. Hamari, J., Shernoff, D. J., Rowe, E., Coller, B., Asbell-Clarke, J., & Edwards, T. (2016). Challenging games help students learn: An empirical study on engagement, flow and immersion in game-based learning. *Computers in Human Behavior*, 54, 170-179. doi: 10.1016/j.chb.2015.07.045. CrossRef Google Scholar. Jeong, E., & Kim, D. (2007). "Don't bother me mom" - Learning! How computer and video games are preparing your kids for 21st century success and how you can help! Minnesota: Paragon House. Google Scholar. Prensky, M. (2010). Opening Keynote Marc Prensky "Don't Bother Me Mom, I'm Learning: How Computer and Video Games are Preparing Kids for 21st Century Success and How You Can Help" "I've got a really radical suggestion," declared consultant Marc Prensky. "I think we should change our name. How about if we changed [library] to 'the future' That's what the kids are passionate about." Games are beneficial to education, Prensky said, because they engage students. He offered several examples of