

VIDEO GAMES AND CIVICCOFACEENGAGEMENT : STATE OF PLAYMAY 12 2020



VIDEO GAMES AND CIVICJULIEN ANNARTENGAGEMENT : STATE OF PLAYFOR'J



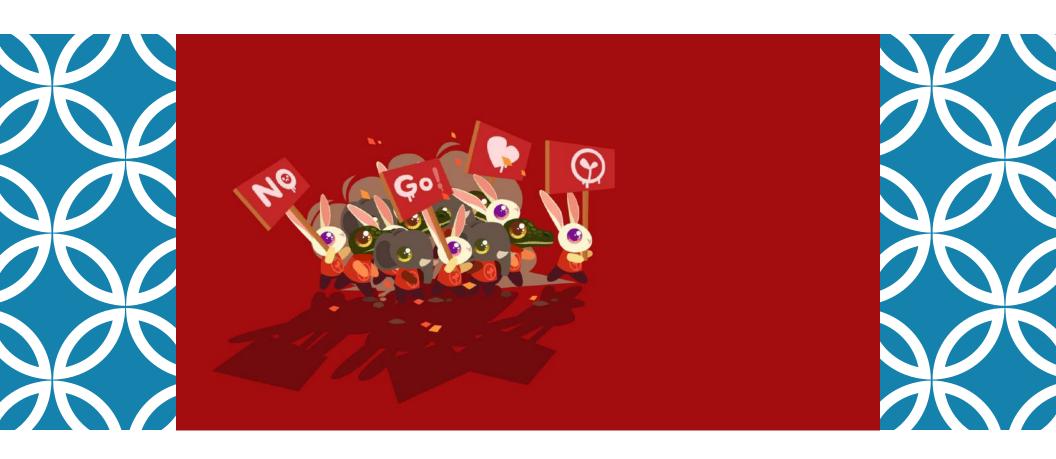
INTRODUCTION

WHAT ARE WE GOING TO TALK ABOUT ?



INTRODUCTION

DIGITAL CITIZENSHIP



INTRODUCTION

HOW COULD VIDEO GAMES BE TOOLS FOR DIGITAL CITIZENSHIP ?



THREE KINDS



POLITICAL AD GAMES



POLITICAL AD GAMES



GAMES WITH POLITICAL SUBJECTS



GAMES WITH POLITICAL SUBJECTS



GAMES WITH POLITICAL SUBJECTS



POLITICAL GAMES



EVERYWHERE EVERYONE



SKILLS



SKILLS



SKILLS



POLITICS ABOUT VIDEO GAMES



BULLYING



TOXIC MASCULINITY



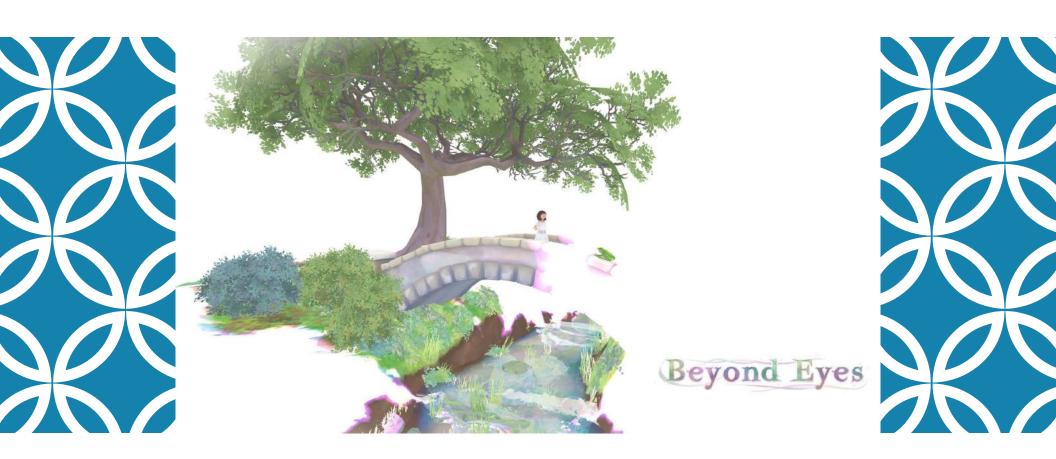
MILITARIZED MASCULINITY



BUSINESS MODELS



FEMINISM GENDERS ETHNICITIES



CONCLUSION

HOW COULD VIDEO GAMES BE TOOLS FOR DIGITAL CITIZENSHIP ?



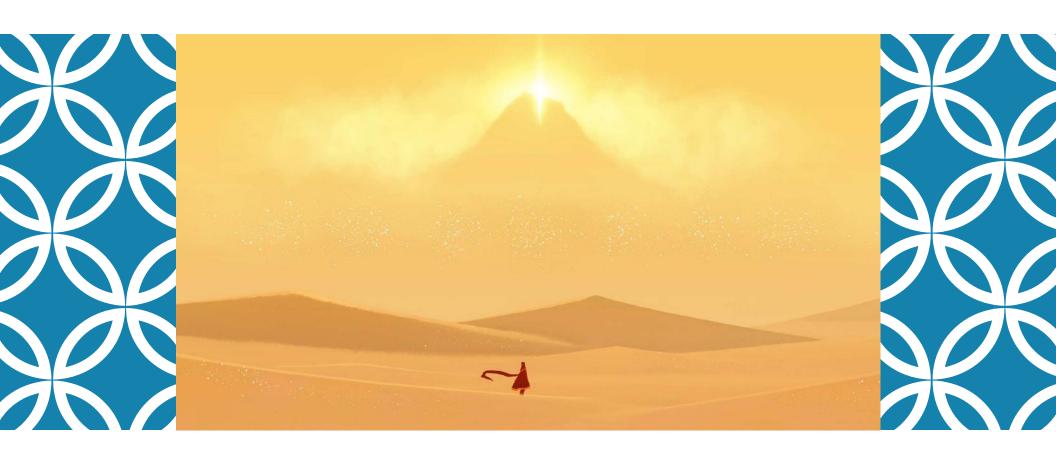
CONCLUSION

STRENGTHS



CONCLUSION

LIMITS & OPPORTUNITIES



THANK YOU FOR YOUR ATTENTION

QUESTIONS & ANSWERS



THANK YOU FOR YOUR ATTENTION

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