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.
"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! by Marc Prensky (Paragon House 2006) 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. The reason kids are so attracted to these games, Prensky says, is that they are learning about important "future" things, from cola How Computer and Video Games Are Preparing Your Kids for Twenty-first Century Success— and How You Can Help! Marc Prensky St Paul, MN: Paragon House, 2006. xxi, 254 pp. $15.99 paper. isbn: 1557788588. Imagination and Play in the Electronic Age Dorothy G. Singer and Jerome L. Singer Cambridge, MA: Harvard University Press, 2005. Gee’s book places video games squarely within the context of children’s learning experiences. For Gee, playing with ele
Prensky observes in relation to computer and video games already existed in some respects in an older medium. In addition, the statistical evidence on electronic game playing generally shows that many adults play these games as well.