

Translation of articles in the Bergen Times Magazine on Saturday 23rd October 2010.

Note: Translation not 100% correct and some of the meaning has been lost in the translation. Google Translate was used in this process

LEARN THE NOKO, rock stars in school uniform?

Kings of Neon is on the scene - bassist, guitarist, drummer and vocalist, all with their backs to the audience: dressed like girls and boys.

- Take my hand and We'll make it, I swear!

The band members staring concentrated on a large screen. On the screen, acting out a group utfrika fi gurar, no school uniform. Kings of Neon is one of all pupil bands in seventh grade at primary school in the center of Inverurie, a small town that seems to fit perfectly into the Postman Pats schedule. Pupils are similar to other pupils. The classroom is similar to other classrooms. A pink pencil case, a drinking flask, books and paper strewn desk are grouped. Academic concepts in colorful cardboard are hung up. Maths, Spelling, Language, Library Corner. Then there's this one wall: Guitar Hero is there with yellow letters against a blue background.

"Guitar Hero" a commercially produced video games for Playstation, Nintendo Wii, Nintendo DS and Xbox 360, the most common game machines is now a part of the interior of boys and jenterom fl est in people. Video games are today an integral part of the offers in the school in all the 32 administrative regions in Scotland. Like Norway, digital competence appears in the curriculum. Unlike Norway video games are a practical part of this.

Video games from the entertainment world are on its way to becoming standard equipment in Scottish classrooms.

- Ooo-oh, living on a prayer!

Teacher Mhairi Garden watching the children with a specific learning need but who has a little smile on his face. Video games are fun.

EDUCATIONAL TOOLS. Or nuisance for teachers. It all depends on the eye of the beholder.

- It was an idea, says Derek Robertson, educator, researcher, pioneer - and an adviser to the National program for video game-based instruction. He it looks like this:

- Use of video games can give great results in the form of better learning. In 2006 the Scottish government thumbed up three million pound, nearly 30

million, to a national center for video game-based learning. The center is located University of Dundee and is responsible for knowledge and exchange in cooperation with schools and teachers. Derek Robertson has been chairman of the Centre since start.

Openly he talks about, how it started in 1997, three years after he started his career as a teacher in primary school. Last school day of the year the children had permission to take with toys, so the tradition is in Scottish schools. He talks of observing two young boys, usually with little motivation and poor performance in school, playing with Nintendo.

- I understood nothing of what took place in the game. But I saw that the boys were good. I had to ask myself - why they were so good in this setting, but not in the school context? Then shortly after Robertson took the job at the university, this observation was crucial. He began play. Read up. And developed a passionate interest for video game-based teaching and pedagogy.

Today, Scotland is probably the country in the world who have focus mainly on computer games in schools, and Robertson travels around the world to tell about the project: Brazil, Australia, Qatar - and next week, Norway, during the Education Conference in Bergen.

Forget movies, books, newspapers. Video games are more important for children and young people today than all this, according to Robertson. The crucial question, he says, is how we can attract the world's young people live in the school world. ****Note: this is not what was said. Games can play a vital role as part of all media and resources in schools. Books, movies and newspapers are good!***

- In the traditional learning model, teacher the status, experience and master relationship. Pupils are subject to the teacher. They walk to school because they have to, the rules are like this. But many ignore the fields where the young who have the status, experience and control. By taking into computer games in schools, we take into their status, experience - their coping. It is in the room where the traditional school world is facing the young people say video games world the exciting things happening, "explains Robertson. In "Guitar Hero" wall next band takes over. Bassist in Electrifiers explained that they have examined how guitars are made.

- We have learned that, among other things, Led Zeppelin were the first who used double necked guitar on stage. They have made guitar models in cardboard, produced ads, T-shirts, made the video and plan on CD for sale Christmas Mass in the city. No standing "tour" on schedule. It involves a holistic planning: Instrument must be in place, costs must be calculated, countries and cities off the roll, and the marketing must be designed in a language that appeals. Everything should implemented in history, bands should write his biography. "We fit

that those who had not tried the game before, was much help, "it says on the first page in the history of one of the bands, who call themselves Life on Mars. Teaches them something?

- Many parents have asked that question. The answer is that learning takes place through the project. Computer Game Based to work on meaningful tasks, teacher explains Mhairi Garden. Tasks for a rock band is about music, design, crafts, mathematics, geography and language. Project "Guitar Hero" should last a total of 12 weeks. The actual playing is restricted to about 15 minutes, a once a week for each of the groups. The school also uses the Nintendo DS in maths lessons, particularly 'Professor Layton', a game where logic and mathematics are needed to help the professor to solve the mystery. Mhairi Garden believes the boys in the class have been particularly enjoy computer games at school.
- Many of them used to say that they hated school, they just want to go home. They do not say this anymore.

AT SAME TIME AS pupils at the school in the center of Inverurie play rock'n'roll, has the smallest kids on Strathburn Primary School on the outskirts of town we have the Puppy Dog Group.

- "Warning. For education use only, "only to educational use "It says on the big screen in the open classroom.
- We've done stuff in our books, we write down all they have done, "said six-year-old Liam.

Stuff?

Jessica and Lara has the answer. The two girls sit on his knees on the blue carpet and staring at bits and pieces, a white Nintendo DS. A small dog moves on the screen. "Draw up a schedule," instructs the game.

- I have to wash your dog, because he has a lot of fleas on themselves, "says Jessica and click the screen.
- We have to earn money, we must go to the shop. And we must take him out for a walk, "says Lara.
- I think I would like to join the competition, says Jessica.
- Yeah! We should, because then we will win more money, says Lara.

The game is "Nintendogs," a game for Nintendo DS where the point is to care for and train a puppy dog. When the dog is trained enough, he win competitions and get money in the prize, which players can use for dog food and more exercise.

- It has taken a terribly long time to teach him up, Lara sighs. - Once the game said that "the dog has now forgotten his name. " So we had to teach him it again! Pupils meet the challenges that must be solved with the logical sense, knowledge, collaboration, and digital competence. In addition, they must do "stuff

"As Liam talks about: "Day 1: We chose the name for our dog. Day 2: We he called Lucky. Day 3: What other pets fi NST? Russian dwarf hamster has ...,» Jessica writing in his book. "Well done, Jessica," the teacher noted.

- We have used the game to encourage different activities. We write about pets, create stories and have discussions in groups. Today we create a newspaper ad, says teacher Grace Robertson.

PROBLEM, SO many parents felt it was not just that the children played too little. Many parents were skeptical.

- I was even skeptical, "says Grace Robertson. Almost of the 172 basic schools in Aberdeenshire uses video games regularly, or in parts of school year. It was in this region, the national project started in 2006.

- We met the parents at the beginning and explained what plans we had. It is important to involve them with, says Anna Rossvoll, project manager in the regional school administration.

Attitudes have changed, she believes. - Parents provide feedback on the children's become more engaged and tells us more about the home what they do at school. Specialists have been careful to emphasize that video games should not replace, but complement and stimulate traditional learning.

- It would be terrible if the art to write with pen and paper would die out.

It is very important that computer games are used to help us develop learning in all areas: Rossvoll.

A viskelêrkast from Liam, Lara and Jessica is the older pupils started with math assignments. Lies on the desk of books on Victorian era. In the hands has 12 of the 25 pupils Nintendo DS (they must share). In the face has the concentrated expression and on the screen, "Dr. Kawashima's Brain Training "

- A game from Nintendo, which offers mathematical and logical challenges.

Teaches them? Can we be sure that they learn?

- Yes, says Derek Robertson. He is convinced. But the research material on commercial video games and learning are not large.

- We are only in the initial phase with the use of video games in school. Research takes time, "says Robertson. But when it comes, "Dr. Kawashima's Brain Training " he can turn the academic fist on the table. Together with colleagues from the University of Dundee he delivered a study in 2007. It concludes that Dr. Kawashima can help students to be both more competent and more motivated.

This year was an extended version of the study published in British Journal of Educational Technology. 600 pupils in 32 schools participated. Pupils received a daily dose of DS and Dr. Kawashima in nine weeks. Conclusion: They learned to solve math tasks 50 percent faster than before, compared with the control group who received traditional teaching in the same period. The study also found that the weakest pupils did the greatest progress. There was no difference between girls and boys, and no difference between students who were playing at home and not. Absence in the DS group decreased.

Now Robertson and the University of Dundee in time with a new study, this time in "Guitar Hero". Most of the research which is now done on computer games, focuses on educational games made specific increased to school use.

- My experience with video games that are designed for teaching, is that they are often adapted the traditional learning model where the teacher stands with pointing stick and says "this is what you will learn." The children play these games because the teachers asking them about it, "says Robertson, but stresses that it also finds good games in this genre.

- Commercial games are naturally designed for entertainment, to sell. But the quality is high, they have fantastic design, and these are played the young people even have chosen to play. They are part of the culture they live in. In addition, contains the real challenges with great pedagogical potential. The next goal for The Consolarium, the center of Dundee, is to get students to create their own games.

We've GOT TO HOLD ON Thurs What We've Got ...!

At the heart of Inverurie, Kings of Neon, Life on Mars Electrifiers, Ice on Fire and Krash - pupils in school uniform Been through a repertoire that ranges from Blondie to Bon Jovi. Youth culture has always been faced with moral panics and folk devils, says Derek Robertson.

- Ever since the 1950s' we have seen this. Rock'n'roll, flower power, punk, rave, it's all been met with eruptions of moral panic. This also applies to video games, which is central to youth culture today, "he says.

- We'll give it a shot, singing pupils in school uniform, or rock stars, as appropriate.

- We need to stop there, "says teacher Mhairi Garden concert is over.

Teaches them something?

One thing is in any case, Alexander Cole, a guitarist in the Life is sure.

- When asked if school with computer games is a boring school

Two words and exclamation sign lights up on the screen behind him: You rock!

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video games in Scotland

■ Schools in Scotland have since 2006 used commercial computer games in teaching.

■ Digital learning in general and computer games in particular are on the new Curriculum (Curriculum for Excellence) which was introduced in 2009.

■ Learning and Teaching Scotland is a Non-Departmental Public sponsored by the Cabinet Secretary for Education. LTS launched in 2007 Glow, the world's first national intranet for education. Here, both teachers, pupils and parents find inspiration, advice and information through blogs, discussion groups and databases.

- Norwegian School need a kick Norwegian schools should take as soon as

commercial video games in use, says Game Manager in babysitter, Odd Arild Olsen.

- EG UNDERSTAND that an argument may be applicable. But I cannot see that the school in any way have tried to get the authorities to permit money to this. I know that it might not appeal to many teachers. I would still wish that schools had larger ambitions on behalf of their pupils. On the other hand, I see neither that the government has done very much, "says Odd Arild Olsen.

Child Guard is an organization that provides advice on children and media. The fi NST reasons that the organization has employed an expert with computer games that work.

- Video game industry is almost as big as film and music industry altogether, "says Olsen. He believes Minister Kristin Halvorsen a job to do. She is working right now with a white paper that aims to make the youth school better. Only three out of ten who come up on to upper secondary, complete today.

- Work on the white paper is an excellent opportunity to look more closely at video games, says Olsen. Adults often have little insight into the game world's children and young people live in. And the school is particularly urgent, mean game boss. He believes this is due to the high average age of teachers. Often video games are branded as unhealthy pastime, and in the extent that it is healthy, it is something that belongs to spare time.

- The school needs a kick, win games behind the boss. According to Olsen video games can make learning more brightly marked.

- Children are used to the screens, it is the medium they know. For example, nothing in the way of using "Singstar" (Playstation) instead of singing the book, says Olsen. He emphasizes that he has nothing against special developed games with educational intentions - as anything in use in Norwegian schools. But the whole point must be to involve the young people know the game and even have chosen to use, he says.

- It is important that it is fun to play. The commercial play that has been developed with one billion budget is better and more challenging. He is not afraid that the large, commercial Game producers will create pressure for the school.

- It's no worse that a game is licensed by Nintendo than if it is Cappelen the textbook.

Playstation at school? Well, thanks!

Fiddle-happy: In Norway, Nintendo and Playstation defined as leisure. But the pupils at the school near Bergen Toftøy would love to use video games in the classroom. From v.: Bjørnar Big Mark, Celine Turøy and Kristian Johannessen. Yes! Win pupils near Bergen. Everything in moderation, but, yes, maybe, says teachers. "YOU should do as the adults say," it says in a yellow poster on the notice board in the classroom in which sixth class at school Toftøy near Bergen has its headquarters. One of the rules of the adults have adopted, is that video games belongs to home. The rule focuses on the most routine. The thought of Playstation and "Guitar Hero" in the classroom is a thought that have

not been thought of by the adults. In any case, not high. In this context, similar to school in most other Norwegian primary and lower schools. The kind of video games is defined as leisure.

- I believe it could have been very exciting to try. I've grown up with data, but I see not away from that older teachers are more skeptical, victory for the sixth class teacher, Helene Torgersen. Her pupils express themselves a bit more directly:

- Yes! There is no in the sixth class here that do not play on spare time, either Playstation, Nintendo DS, Nintendo Wii, Xbox or PC games.

- Ten hours daily, considering Bjørnar Big Mark, but regulates the estimate down to three. He keeps mostly to himself PC and "Runescape", one of the most popular online play.

- I think more boys play war games, "says Celine Turøy. It even plays both PlayStation and PC, usually "Guitar Hero".

- But I will quickly tire of it, "she says. The exception from the rule in the classrooms at school Toftøy is playing that is branded "educational," developed specifically for use in schools. They used a part, especially for math- and English teaching.

- We have a subscription to the game at Fagbokforlaget, Rector says Elise Nyborg-Christensen.

TEACHER HELENE Torgersen think especially the boys could have had great advantage of games in teaching.