B”H

**Your Name, Course # and Section #**

**Professor’s Name**

**Date**

**UNIT III – Learning from Each Other: Affinity, and Inquiry**

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**SECTION 1: YOUR SKILL/INTEREST DURING CONFINEMENT/ WITH SOURCES**

*[Here is where you include what you presented about your skill and your sources. Length: 600 words min. If you did all the work in GoogleDocs and are up to date, then this section is a simple job of cut-and-paste OF YOUR SKILL DOCUMENT into this section!]*

**Brianna Edwards**

MY SKILLS/ACTIVITIES ARE...

1. Drawing

2. Gaming

**1.Here You will tell us a little bit about WHAT YOU ALREADY KNEW BEFORE the confinement/what your experience has been with this skill/activity.**

When it comes to immersing the audience to its world, video games fill that role very well. Just like other media such as books and movies, they try to connect the audience with the story's protagonists. Video games do this differently by letting the player control the protagonists' action. This strengthens the illusion that you are the hero, or the villain.

I know that the video game industry is still pretty young. It’s constantly changing and evolving with each generation of gaming consoles. I wasn’t aware of this for thirteen years of my life. Mostly because I wasn’t self-aware for three years of it. But I never appreciate anything like this on a deeper level. Cartoons were a way to turn my brain off, I never cared who played my fictional characters I enjoyed watching, and Gaming was a distraction to pass time by when I’m outside. Now I find that there is something more within these activities. But nothing compared to my love of gaming.

I started playing when I was six years old. But I really started to invest my time when I was eleven. It first started with an iconic video game character, Sonic the Hedgehog. I was super obsessed with this franchise that I learned history about it and watched animations from the games. This soon leads to watching ‘Let’s Plays’ of someone playing Sonic’s games on YouTube; they were called Cobanermani456. I watched him play other variety of gaming franchise. But he mostly played games by or on Nintendo consoles. I couldn’t play a lot of them since these consoles cost more than one hundred dollars and I felt that my mom wouldn’t get it for me. So I just watched from afar.

When I turned fourteen, I saved up to get a “Nintendo WiiU” for Christmas, my first home gaming console. It may be one of Nintendo’s worst sold consoles, but the games never reflect that. I had so much fun with the games I had. Some games like “The Legend of Zelda series” made me truly feel like a sword wielding hero that can be somewhat silly and self-aware whenever the game throws at me. “Minecraft, the most sold game in the world, allowed me to freely express myself. The game is made up of a variety of blocks that can be used to make buildings, cities, kingdoms, statues etc. I played this game so much until I felt burned out after two years of constant building. Building in Minecraft gives the same feeling I have for drawing. It takes work, time, effort, planning and lots of sleepless nights. And when you finally finish, you look back at what you made and feel satisfied with what you accomplished. Only difference is, I get super distracted all the time when I let people on my friend list join. Some help, some end up building whatever they want and sometimes we just mess around. But don’t be mistaken. I liked it when someone joined me because sometimes it gets lonely and tiring. Out of the eight or so friends that joined, only one of them became a close friend in Minecraft. His name is Jesse. We always joke around and try to make each other laugh.



Here’s an Arena I built at the time. I had help from my friends.

I meet more friends soon after through a Nintendo’s social space called Miiverse and another game called Splatoon. I was never a fan of using social media. But I feel like Miiverse was a good small step. It was healthily supervised by Nintendo to make it a safe place for children. This connects to Splatoon because on that game, you can become friends with anyone you played with. Someone sent me a friend request and I accepted it. I remembered that I played a lot of hide and seek with them in Splatoon and one day I asked if there were more people that set up hide and seek games. That led me to another close friend named Cosmo. He is a goofball sometimes and funny to be around. Sadly, Miiverse closed in Nov 2017. Once I heard of this, I reached out to them to keep in touch on Discord. Today, I meet more friends along the way and we still play games sometimes together. Lately however, I haven’t been able to keep in touch as much because of College responsibilities. I try my best to at least pop up once a week. Without them and gaming, I can’t imagine where I would be now.

2. Here You will tell us SOMETHING NEW you learned about it during this confinement period. If you haven’t learned anything new, then go out now and find out something(s) that you didn’t know about it before!

I mostly know what's certainly going on in the gaming industry and the general history of video games. So I am going to focus on one event in the industry's lifetime. While refreshing my mind with the history of the ‘video game crash of 1983’. To summarize, the market lost 100 million of dollars after the saturation of games. Two years later it was saved by Nintendo with their home console called “Nintendo Entertainment System” (NES). I thought, “who were these companies”?

During my research, I read that some companies went bankrupt. So to my surprise when I found out that a big game developing company today was part of the cause of the video game crash. This company goes by the name of Activision. They are mostly known for their ‘ Call of Duty’ series. On a YouTube video by Cheddar, called “How Nintendo’s R.O.B. The Gaming Industry” explained that what started it all was when the founder of Activision left Atari (biggest gaming company to the time) to make their own games. The founders wanted credit and royalty for the games they developed. They still developed games for Atari’s consoles but under their roof. This made them “the first independent, third-party, game developer” - *wikipedia*. When I saw that sentence my eyes popped open. I was just shocked. Today, they are one of the most disliked game developers. So without them, this industry might have been different without them. Their action caused other third- party developers to take form and that writes history.

3. Here You Will Give credit to THE SOURCE(s) of this new information and tell us bit more about this/these sources and why you like them. Show us where we can go to find them.

<https://youtu.be/3nSRzNAwuRg>

<https://en.m.wikipedia.org/wiki/Activision>

**4: Context/Brief explanation to explain your skill/interest\***

Video games are another form of entertainment media -- much like books, bovies, and TV shows. They  became super popular in the late 1970s. Over time, games changed from simply hitting a a digital ball back and forth to high budget like films that can be as long as 100+ hours long to complete. Imagine watching a movie and being able to control the main character actions with a controller. Games allow that amount of flexibility.

Gaming home consoles are electronic devices for playing video games. The console runs the game, displays it on a television and takes inputs from a controller which is controlled by the player. There were many in the 80s-90s. Today only three companies make mainstream consoles: Nintendo, Sony and Microsoft. Nintendo and Sony made portable consoles, which allow people to play games anywhere without a Television and outlets. Games are not exclusive to game specific hardware. You can find video games on home computers (PC) and smartphones (mobile). When there is a new popular gaming console on the market, the industry determines that as a Console generation. Consoles offers online servers with a fee. Nintendo’s online service used to be free up until their certain console, the “Nintendo Switch”.

Game developers are the people that actually make the games. There are four types of developers. First-party devs are the development team that is part of the company that made the consoles. Second-party are devs that are under contract to only produce games on their console. Third- party devs are independent and can release their game on any platform. Today grew into huge companies with millions of dollars poured into multiple games they produce. But what if you don’t have millions of dollars and can’t afford to pay lots of people to work on the games you want to make games? Independent devs are a team of one or a few people. They can still have the freedom to release on whatever console they want but they usually go for the platform with the least expensive royalties like on PC, mobile and currently the Nintendo switch.

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**SECTION 2: Inquiry -- YOUR INVESTIGATION OF OTHERS’ SKILLS AND WHAT YOU LEARNED TOGETHER**

*[Here is where you present the findings from your affinity pair. If you worked in the PAIRS folder on GoogleDOCS, then you simply cut and paste what you both wrote there in this section. If your pair was actually a group, that’s fine. Everyone just pastes that document here. Length: 500 words, minimum.]*

**-OUR FINDINGS -- on video games and hula hooping**

**-Brianna and Prof. S.**

**What we have in common -- real stuff!**

Brianna**: Prof. Schmerler and I find that we have a shared appreciation for things that take** patience **and** hard work**. When first dipping our toes into these types of activities we like to see what amazing things other people have accomplished because they inspire us. When first looking at these activities, it’s hard to understand either how people who are so skilled are able to do these amazing feats, or really understand what makes them so interesting to them. Now, my view of hooping changed. Before, I used to see hula hoops as another old toy invention like the yo-yo and slinky. And my first thoughts were, “oh it might be something like the yo-yo, where you do cool tricks.” It must have taken tons of practice to pull off the moves the hoopers do. They looked like they were having so much fun on stage. I’ve looked through some more videos online since, and gained appreciation for the hula hoop as a symbol. I watched a TED talk about a Native American explaining the meaning of the hoop. Also, another name the Natives Americans called the hoop is the “Circle of Life.”** [**Here is what I’ve watched.**](https://youtu.be/niRs_VIqzYU)**-B.E.**

**Brianna: I think we share the following deep concepts: creativity, freedom, patience, and discipline! Well, that’s my summary.-S.S.**

**Conversation**

**Hi, Brianna. Here is the** [**link**](https://www.youtube.com/channel/UCY3jBrp0zR84joPfPxTT1gw) **to my fav hoop teacher’s videos:**

**Watch some of this, and read my info on Hooping in my skill document and then ask me a questions and in the meantime please tell me ONE or TWO things I need to watch or see on the Internet to understand your interest. -ss**

**Ok :D -BE**

**Brianna:** A few questions I would like to know from, you, Prof. S.

Do you ever feel like imitating/ trying any of the dances? **No. Not really. -ss**

Did you lose interest in hooping as a kid? **Hmm. Good question. I don’t know if I lost interest so much as grew out of it, as people say. You just don’t play that much when you grow up, you know? You feel like, oh, that’s kids’ stuff, and you move on.-ss**  If so, what sparked your interest in hooping recently? **Another good question, Brianna! I think that when women hit middle age they kind of regress and go back to embrace things they liked when they were little girls. I know that sounds odd, but it is actually quite healing. When you are young you feel more free in your life, and especially for someone of my generation, who wasn’t given a lot of social freedoms like women have today, hooping made me.feel that old feeling of picking up a thing I am good at and playing. I mean, I was okay at it when I was young -- not great. But that somehow doesn’t matter to me now.**

**I also need to give credit to my wonderful new friend, Celia. She is a great hooper; she even makes hoops. Going to her house and seeing her hoops and hearing her really open attitude encouraged me. She also let me join in her “hoop jams” with other women, and she really liked the dance attitude I brought to the hoop. I wasn’t as “good” as the other women in the jam, but I was experimenting with the hoop and using it more like a part of a dance I was making up, and that’s something that the other women might not have done. -ss**

In what way does hooping benefit you or others around you? **This question makes me smile. I get calm from hooping. I get in touch with natural cycles and I think of new ways to dance. Mostly, however, I feel a sense of almost a “hippy” philosophy of unity and peacefullness and freedom. If you watch the videos by JL Baxter that I sent you, you will see that he tells stories of myths and archetypes while he is teaching hooping, and that’s actually my favorite part.-ss**

**The more I think about explaining video games the more I realize how complex this media really is. On a surface level, games require something for the player to do. It can be as simple as ‘go to point A to point B’ or ‘get a certain amount of X to continue to the next level’. But games now require the player to do so many things. So I’ll stick to games that are more creative and give lots of freedom. -B.E.**

**Thank you! -ss**

**YouTube video links of Minecraft and Dream:**

[**Structures people built in minecraft**](https://youtu.be/ZoIXD0Tz6qE)

[**Fun little video of a house being built in Minecraft**](https://youtu.be/GYuMaEjfVzc)

[**Making Music in “Dream” for PS4**](https://youtu.be/eMFdmouna3Q)

**\*Most of the video is the process of making the music. His final result starts at 9:30 of the video\* -BE**

**Thanks, Brianna. To be honest, I lost a lot of patience in trying to watch these and was glad that you told me where to start watching for certain things. I am also REALLY glad you carefully decided on only a few, well chosen things to watch. You focused on games that are about creativity and freedom because you know I like those things, and now you are making me see gaming differently.**

**Final summation:**

**We got new perspective in the following ways: I watched Minecraft building videos that Brianna showed me, and we worked for about 1 and ½ hours discussing them and hooping. She told me that Minecraft is in a genre of video game called “sandbox” and that’s when things fell into place for me! The world of video games is too huge. If I try to understand them, and try to like them all -- I will fail. It is better to have someone who knows show me a specific type of game and even more specifically, how it requires some type of skill I already respect. In my case, Brianna saw that I respect creativity, and freedom and patience and discipline. She “got” me after talking to me about hooping and she even watched extra hooping vids on her own to get a better context so she could narrow down our video game discussion. : ) -SS**

**Wow, time sure flies. Before our discussion, I’ve read Prof. S document to learn her view about hooping. I came to learn that she is more interested in the philosophy of hooping and is also interested in music/creative activities. I started searching for more examples of Native American hoop dances. I came up with a few questions to get more of an idea of her connection with hooping. After I thought, “ok now I have a better understanding of her skill/interest, but....” I spent 30 mins scratching my head on how to explain gaming without sounding like a person explaining what dream experience last night. I know she likes being artistic and doesn't have much experience with video games. So, I settled with focusing on one game in one genre. I mentioned in our discussion, “So I’ll stick to games that are more creative and give lots of freedom.” Minecraft fits the bill nicely and it has plenty of examples of a community using it to its full potential. -BE**

**EXTRA NOTES FROM OUR CONVOS:**

**Yeah, it’s a lot more than that. It’s almost a ...philosophy -ss**

**What Brianna doesn’t like in gaming: Turn-based RPG’s. She explained to me what this term means (people have to take turns in a Role Playing Game) and also gave me an idea that there are different *genres* of gaming. Even though tbRPG’s require patience, she doesn’t dig them. That’s fine! Not everything fits our theory. : ). -ss**

**Wait i just talked to my son and asked if there is any pro side to tbRPG’s and he says people like tbRPG’s for the time sync. They want to put in a lot of time to improve their characters. They also like the progression, but you don’t get much payoff for all that time you put in -- just boosted stats.**

**He agrees with you that they are boring. : ) -ss**

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**Section 3a: REFLECTION ON YOUR PAIR**

*Who was in your pair/group? How well or easily did you work with them? What was your original connection? How did it morph or change? Did your discussion take things to a new level? What kinds of comments and questions did you ask each other? What did you learn that was new that you wouldn’t have – had you not gotten together? (Length: No length requirement)*

My partners were Mimi and Prof. Schmerler. I worked pretty good with Mimi and Prof. S. Mimi and I tried to find connection we had with our interest. The problem was we both picked gaming. So, it proved to be challenge. We tried to have a discussion, but it wasn’t really going anywhere. I still had some confusions on how we can answer the questions. We talked about what games we played; alongside the type we like. Mimi is super open to any game she picks up. Me on the other hand I don’t like slow and strategy base games. My opponents could read me like a book. We did find a connection. We sound both play gaming with games to connect with our friends. It definitely helps during these times. After I joined a party meeting on May 8, to better understand our assignment, we had another discussion for the other questions. Our conversation went to a new level when we started talking about a current problem in the gaming industry. It was about how gaming companies like Blizzard, EA and Activision use gambling in their games to squeeze money out of their consumers. While having our conversation, I asked “what made Turn-based RPG interesting too her?” Mimi said it was more to do with feeling accomplishment after defeating someone. I wasn’t too if I can ever get that feeling because it wouldn’t really work if I lose all the time. But this I realize. “Oh yeah, I’m such a ‘hypocrite’! Persona 5 is good.” Everything just clicks and I start to understand. Persona 5 is a turn-base RPG. What makes it different from other turn-baseRBG is its flow in gameplay. I think I wouldn’t have learnt that not all games in a genre would be the same. I need to be more open minded to the games I play.

Prof. S and I paired up on Sunday. Before that time, I prepared a few question and videos. I wasn’t sure how to really have on gaming. The subject breaks into different genres that could be boring and too complicated to explain. I eventually thought to just talk about Minecraft which was is an artistic game. I thought our connection would be Hooping and gaming bring people together, like Mimi’s and I. But It changed to the appreciation to things that take time and effort. We are both are into creative activities and have an idea how time-consuming pulling of moves or creating structures can be. I asked a few questions about her history and benefits with hooping. For example, “If so, what sparked you interest in hooping recently?” and “In what way does hooping benefit you or other around you?” It was interesting to see her response. The yarn of nostalgia is a very relating feeling. If it wasn’t for getting together, I would still have difficulty explaining my interests.

**Section 3b: OVERALL REFLECTION on this PROJECT AND GRADE**

*How did discussing your skills and interests – and then sharing them in rigorous discussion – go for you, overall? Be candid. Here is where you reflect on all of this and say how the whole process went for you. Where you confused? Interested? How did things shift or develop for you? What were your struggles? Successes? What would you have liked to have done more of? How could this process be improved? What worked? (Length: No length requirement)*

**Give yourself a grade for this work.**

[Be specific – tell me what you grade you feel you deserve for what and why. What is a fair grade given your history and ability and the challenges you faced.]

This was an interesting Unit. Discussing my interest in video games turned out as a learning experience. I was unsure if I should write about video games in my skills document. I feared it would sound unprofessional and would carry much meaning. To my surprise, I found out that gaming made a huge impact in my life. I use it to take my mine of things, to make friends and create art. I even get to unleash all my knowledge of gaming from countless videos about the history of the gaming industry. Seeing so many comments from my peers also stunned me. I was happy to see other experiences. Some played same games I know of, and some use to play games. I wonder what a voice chat conversation what be like if all of us can discuss whatever we about other games we played.

When we had to do the pair project, I was very confused on what exactly what we were doing. I think most of the confusion came from having to pick a panther with skills/interest that can connect with my interest. Some were already taken, had skills I already know of, or that is like mine. Anyway, it was too late, and I had to work with someone that had gaming as their interest. I think having us pair by ourselves would have worked in class. But due to the circumstance, I think we should’ve been forced into pairs from the start. I would’ve liked to have done more talking about gaming! But I shouldn’t…I would’ve bored my partner to death with ramble of things they wouldn’t have a clue about.

In the end, I think I should get an A for this Unit. I when over beyond for the skills document and had a meaningful conversation with my partner and learned about how to explain a subject that has an overbearing amount of information. A thing I can improve on is writing more comments on other classmate skills document.