

Mindful Gaming – ISA 2018 Expert Talk



As the part of the Computer Science ISA project, an –“Expert Talk” was organized on 2nd November 2018 in the school premises. Two esteemed guests, Mr. Anandan SD, a game developer having 25 years of experience in the field of video game making and Mrs. Sushmitha, psychologist with 13 years of experience were invited to address the students on gaming logistics. The programme began at 2:00 pm with an invocation, followed by a formal welcome address by Aparna XIIB After introducing the guest speakers to the gathering, a short film titled ‘Epic Gaming Moments’ demonstrating students’ obsession towards playing video games, (scripted,

enacted and made by the students of Std. XII) was played and thoroughly enjoyed by the audience.

The IT Club Secretary Adthiya Narayan XII B then plan for the ISA. He also presented the analysis conducted in the school prior to the event. of the students who play video games.



briefed the audience about action and inferences of the survey. These results showcased the mind-set



Mr. Anandan then proceeded to explain to the audience the processes and Intricacies involved in making video games. He gave the students an insight into the factors considered by the game makers while designing and developing a game. He mentioned that some games focus on enhancing reasoning skills, mathematical abilities and psychomotor co-ordination. He also touched on the positive aspects of gaming and shared a few of his personal experiences in the industry.



Mrs. Sushmitha then took over, briefing the students on the impact of video game addiction and its negative effects. She also emphasised its effect on concentration, academic performance, social well-being and attitude towards parents, teachers and peers. She advised the students that any odd experiences they face in the interspace should immediately be brought to the notice of the elders and one should possess self-control and confidence in handling such situations. “ We must all game mindfully! ” She reiterated, bringing her speech to a close.

The experts then answered the questions posed to them by the students. The programme enlightened the young minds and kindled their interest in video games that would develop critical thinking and logical reasoning abilities. On the whole, the programme was an extremely enriching experience.

By,
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