

Video games in Veridiana



Purpose

The purpose of this assignment is to help you to engage in critical thinking about the impact of new technology on society and culture.

Task

Read through this scenario and prepare three points for introducing video games and three points against introducing video games. You will write and submit these points on the notecards that I will give you in class. Please write legibly.

Important Note: In full transparency, I used ChatGPT to assist me in fleshing out this scenario and preparing the exercise. You may use AI to help you generate ideas for arguments. However, you should be incorporating it into your existing knowledge to make the most persuasive argument for your side.

Case Scenario: Introducing Video Games to Veridiana

Background: The fictional country of Veridiana has been largely untouched by the phenomenon of video games. Nestled in a remote region with limited access to modern technology, Veridiana's culture has traditionally revolved around traditional forms of entertainment and social interaction. However, as globalization and technological advancements continue to shape the world, policymakers in Veridiana are considering the possibility of introducing video games into their society.

In Veridiana, children engage in traditional forms of play, such as outdoor games, storytelling, and arts and crafts. They often spend their free time exploring the natural beauty of their surroundings, hiking in the mountains, or swimming in the local rivers. Community gatherings, festivals, and cultural events play a significant role in children's social lives, fostering a sense of belonging and camaraderie.

Similarly, adults in Veridiana enjoy leisure activities that emphasize social interaction and community engagement. Traditional dances, music performances, and theatrical productions are popular forms of entertainment, often accompanied by elaborate feasts and celebrations. Many adults also participate in communal farming and artisanal crafts, finding fulfillment in their connection to the land and cultural heritage.

Interpersonal communication is valued highly, with face-to-face interactions forming the foundation of social relationships. Villages and towns serve as tight-knit communities, where neighbors know each other by name and offer support in times of need. Veridians place great emphasis on oral tradition,

with storytelling and folklore serving as vehicles for preserving history and passing down cultural knowledge from one generation to the next.

While Veridiana's society thrives on traditional forms of entertainment and interpersonal communication, the advent of technology and globalization has sparked curiosity about the potential benefits and drawbacks of introducing video games into their culture.

A council of three will listen to arguments for and against and come to a decision on the way forward with respect to video games in Veridiana

Assessment

This assignment will be assessed in two parts:

- On the thoroughness and feasibility of the points you individually turn in
- On the effectiveness of the debate and deliberation

Points 30

Submitting on paper

Due	For	Available from	Until
Mar 21 at 9am	Everyone	Mar 19 at 9am	-