

Playing and sharing knowledge
through the use of portable
devices, formally known as
Mobile Phones

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How is gaming and sharing
knowledge relevant for
ICT4D ?

Seeking for an answer

>Common ground

Development & knowledge

>Food for thought

>Activity: Playing

>Tool for playing: mobile phone

>Environment: Content

>Connecting

>Summary

what is **D**evelopment ?

The term development as Van Wagner defines it:

the growth of humans throughout the lifespan. (biological, physical aspects of growth as well as psychological, sociological and educational aspects)

knowledge

Dictionary the word 'Knowledge':

"acquaintance with facts, truths, or principles, as from study or investigation; general erudition."

Albert Einstein:

"Information is not knowledge", "The only source of knowledge is experience."

knowledge

Plato:

"And what, Socrates, is the food of the soul? Surely, I said, knowledge is the food of the soul. "

Jean Piaget:

"The current state of knowledge is a moment in history, changing just as rapidly as the state of knowledge in the past has ever changed and, in many instances, more rapidly."

Development & knowledge

> Development is for anyone at any age in any place

> Knowledge is **not** only information, and it is intimately related with each human being



Food for the thought

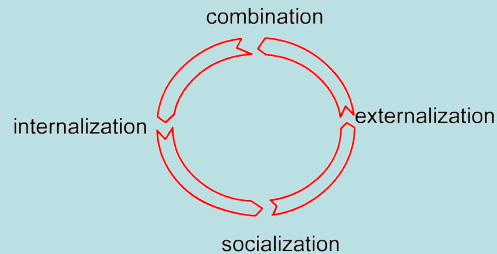


Framework (EAT + SECI)

Along the activity line

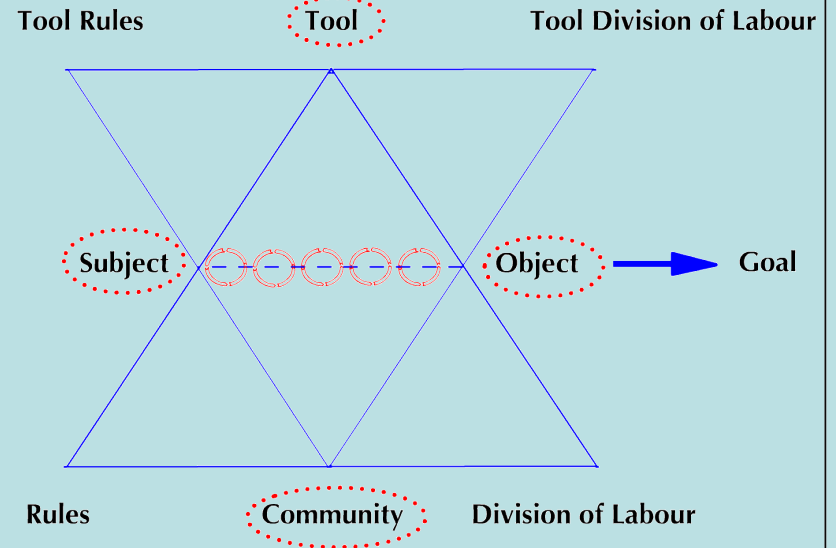


the activity components of the SECI model



is present, as long as the activity exists

~



Food for the thought

- > People
- > Activity
- > Technology
- > Environment



Activity - Playing

"The game is one of the innate expressions of the human being. It is born with our abilities to move our bodies, and since then, has evolved through connections with dance, music, mimicry and the exploration of the senses. It is one of the first manifestations of sociability, because even though it can be played alone, the game's full achievement is in the interaction with others."

Florescano (El juguete mexicano, 2006)

Activity - Playing

"The **magic circle** of a game is the space within which a game takes place. Whereas more informal forms of play do not have a distinct boundary, the formalized nature of games makes the magic circle explicit. Within the magic circle, the game's rules create a special set of meaning for the players of a game. These meanings guide the play of the game" [Salen et al, 2004:99]

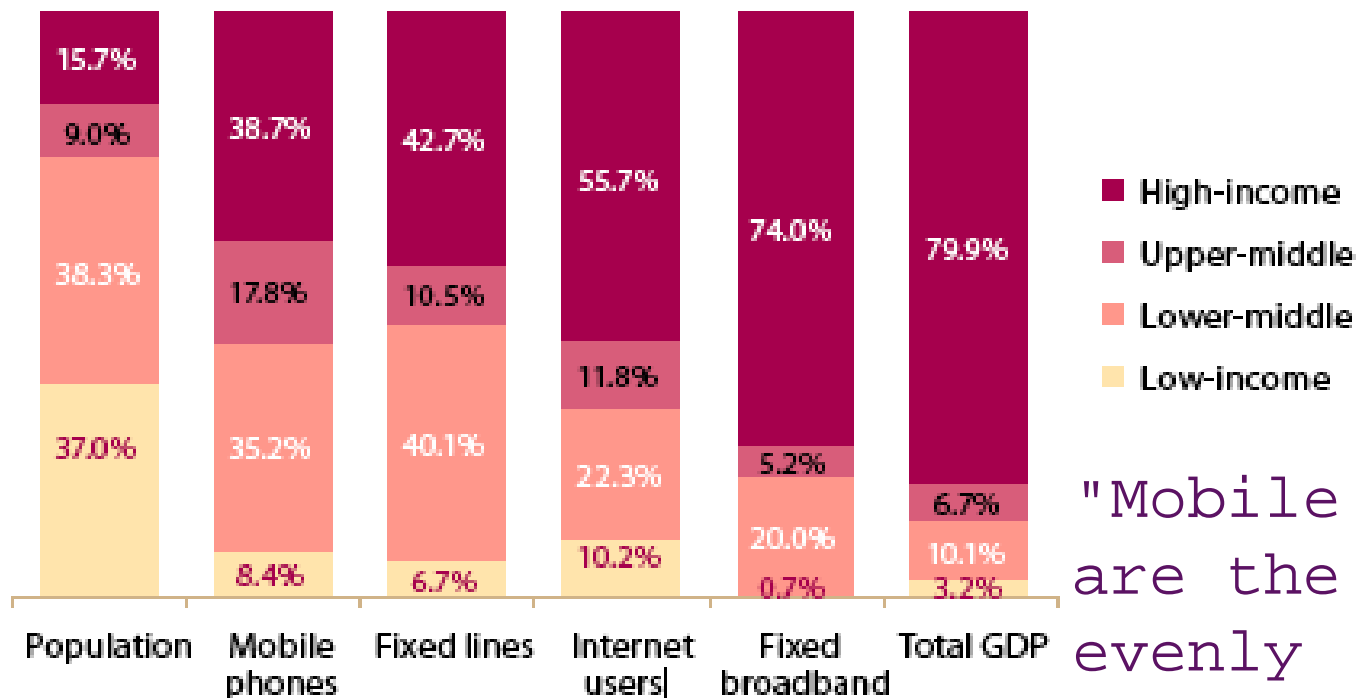
Activity - Playing

Through digital technology, toys are no longer only localized in one region, and so the possibilities of absorbing social norms through games have expanded to include the global environment. Thus, cultural socialization processes through games between the generations in the local space have expanded to include socialization processes between peers around the world.



Tool for playing: Mobile phone

Figure 2.3 : Distribution of major ICTs by income group of economies



"Mobile phones are the most evenly distributed"

Note: Population data and ICT data are for year-end 2005, GDP data relate to year-end 2004.

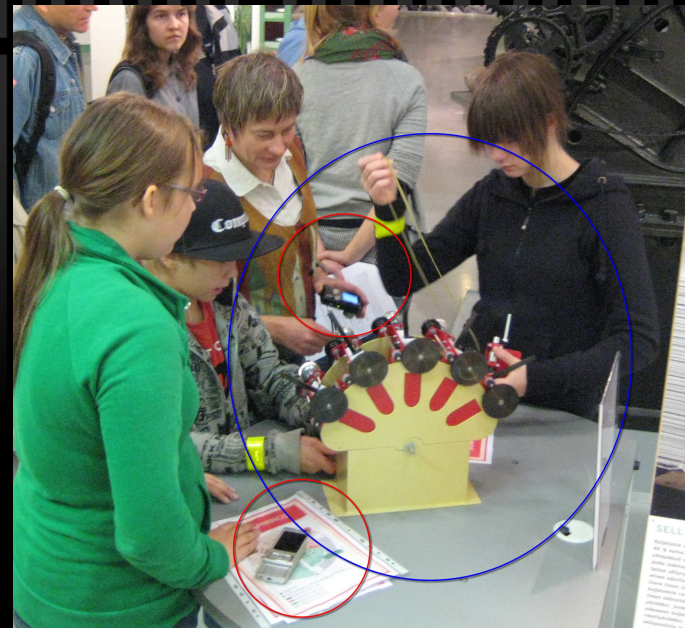
Source: ITU World Telecommunication Indicators Database.

Environment : the content.

The environment can be the game content in mobile pervasive games.

> There can't exist more game immersion than when using the real environment

> The flow of a game is supported by the content.



Connecting...

Table 1.2: WSIS action lines, themes and their focal points

<i>Action Line</i>	<i>Possible moderators/facilitators</i>
C1. The role of public governance authorities and all stakeholders in the promotion of ICTs for development	ECOSOC/ UN Regional Commissions/ ITU/ UN DESA
C2. Information and communication infrastructure	ITU/ APC
C3. Access to information and knowledge	ITU/ UNESCO/ FAO/ UNIDO
C4. Capacity building	UNDP/ UNESCO/ ITU/ UNCTAD/ UN DESA/ FAO/ UNIDO
C5. Building confidence and security in the use of ICTs	ITU
C6. Enabling environment	ITU/ UNDP/ UN Regional Commissions/ UNCTAD/ UN DESA/ UNIDO/ APC
C7. ICT Applications	
• E-government	UNDP/ ITU/ UN DESA
• E-business	WTO/ UNCTAD/ ITU/ UPU/ ITC
• E-learning	UNESCO/ ITU/ UNIDO
• E-health	WHO/ ITU
• E-employment	ILO/ ITU/ ITC
• E-environment	WHO/ WMO/ UNEP/ UN-Habitat/ ITU/ ICAO
• E-agriculture	FAO/ ITU
• E-science	UNESCO/ ITU/ UNCTAD/ WHO
C8. Cultural diversity and identity, linguistic diversity and local content	UNESCO
C9. Media	UNESCO
C10. Ethical dimensions of the Information Society	UNESCO/ ECOSOC
C11. International and regional cooperation	UN Regional Commissions / UNDP/ ITU/ UNESCO/ ECOSOC/ UN DESA

Summary:

searching for an answer

➤ The magic circle can be used for sharing knowledge in pervasive mobile gaming. Furthermore the game experience transcends the magic circle experience leaving its trace in the real life experience of the player.

> Mobile pervasive gaming is a vehicle to support learning and acquisition of information while playing.

> A relevant characteristic of pervasive gaming is to use the environment as a main source of content for the game-play.

Summary

> Pervasive gaming is not exclusive of any age, gender or race. Anyone who can use a mobile phone can be involved in a pervasive mobile game, as long as he or she wants to play.

> While the players know how to use the ICT tool use for the game-play, they can jump and focus directly in the content of the activity.

Thank you for listening
and

Any questions?