Search The Site

News

Today's news Current issue
Special issues & data ⊕

The Faculty Research & Books Government & Politics Money & Management Information Technology Students Athletics International Community Colleges Short Subjects Gazette Corrections Opinion & Forums ▶
Careers ▶
Multimedia

Presidents Forum

Technology Forum

Resource Center

Campus Viewpoints

Services

Help Contact us
Subscribe Manage your account Advertise with us Rights & permissions Employment Opportunities

THE CHRONICLE OF HIGHER EDUCATION

The Wired Campus
Education-technology news from around the Web
November 12, 2007

Games for Health and Peace

Playing computer and video games can be good for your health. That's the contention of the Robert Wood Johnson Foundation, and it is willing to put $8.25-million into the hands of researchers to back up this claim.

The program, Health Games Research, will be directed by Debra Lieberman, a communication researcher at the University of California at Santa Barbara. It will hand out grants for investigators to explore the best designs for games that involve physical activity (other than ducking the Nintendo Wii wand that broke loose from its tether) as well as those that promote good health behaviors.

If passing up that extra slice of cheesecake makes you a better fighter in *World of Warcraft,* will you pass up the cake in real life?

On the global well-being front, a Carnegie Mellon University professor is using the PeaceMaker video game, in which players attempt to resolve the Israeli-Palestinian conflict, to examine how knowledge of the conflict affects the ways that people negotiate.

Cleotilde Gonzalez, director of the university's Dynamic Decision Making Laboratory, will track students who are taking a course on the conflict. PeaceMaker gets players to take on the roles of Israeli and Palestinian leaders in negotiations. Ms. Gonzalez plans to see if students playing the game at the end of the semester — presumably after they have learned more about the issues — make different choices than students at the beginning of the class. —*Josh Fischman*

BOOKMARK

Posted on Monday November 12, 2007 | Permalink |

Post a comment:

Your name   Remember

Your e-mail
address

Contact us with feedback, story ideas and tips.

Search

Categories

Administration
Business
Campus Innovations
Distance Education
Educause 2007
Law
Libraries
Most Discussed
Peer-to-Peer
Research
Search Engines
Second Life
Security
Social Networking
Student Life
Teaching
Video

Blogroll

Post this comment

Textile Help

Your e-mail address is required, but it will not be posted.

Previous: Tech Camp for Girls

Next: To Save a Second Life

Academic Gamers
ACRLog
Blogging Pedagogy
Computing Research Policy Blog
e-Literate
Henry Jenkins Weblog
If:Book
Kairosnews
Online Learning Daily
Open Access News
ResourceShelf
Tama's eLearning Blog
Teleread
The Kept-Up Academic Librarian
Using Wiki in Education
Weblogg-ed
XplanaZine

Home | Chronicle Careers | The Chronicle Review