



Title: Welcome to Our World

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WELCOME TO OUR WORLD

Connecting Parents with Gamers

by Angeline Khoo and Matthew J. Hall

OVERVIEW

Welcome to Our World: Connecting Parents with Gamers opens a window into the world of gamers through their authentic accounts of engaging in World of Warcraft, a hugely popular 3-D multiplayer online game. At the same time, this book reveals the mysteries of videogaming to parents who wonder why their children are so wrapped up in the activity. Readers will get a balanced view of videogaming – understand its good and bad effects, its benefits and risks – and learn that video games can help develop thinking and problem-solving skills and social skills like leadership and teamwork. In providing insights into the gaming environment, this book hopes to provide a useful platform for family bonding, and help parents and their children, and gamers and non-gamers, **connect**.

FEATURES

- Authentic accounts of playing with World of Warcraft by gamers themselves
- Entertaining cartoons

TARGET AUDIENCE

- Parents
- Teachers
- Videogame enthusiasts

ENDORSEMENTS

For some parents, the world of digital gaming is frightening and dark, full of unheralded dangers that threaten the peace and harmony of the home. For others, it is just another new toy that children play with. Aimed at such parents, this book tries to answer their questions about gamers and gaming. This book will also be of interest to anyone with a curiosity about how people and games interact in this age of new media. The authors have managed to summarise the collective experience of game play and explain its risks and benefits in a way that appeals, educates and informs.

– *Dr Daniel Fung*

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TABLE OF CONTENTS

- Acknowledgements
- About the Authors
- Introduction
- Chapter 1. What's the Worry?
- Chapter 2. Why We Play
- Chapter 3. Why We Can't Stop Playing
- Chapter 4. Do We Get Aggressive?
- Chapter 5. What We Really Learn: The 3 Rs
- Chapter 6. What We Learn: Leadership and Teamwork
- Chapter 7. What We Learn: The EQ Skills
- Chapter 8. What Brings Us Together
- Chapter 9. Let's Connect
- Glossary of Game Terms Used in the Book
- References
- Index

ABOUT THE AUTHORS

Angeline Khoo did not grow up playing video games. As a baby boomer, she climbed trees and played Five Stones and Monopoly in her childhood. She first met the Super Mario Brothers when her two daughters were growing up in the late 1980s and early 1990s. But it was her research that took her into the world of online games. She has given numerous talks to parents on Internet and gaming issues and has many publications on these subjects. An associate professor and a social psychologist, and the principal investigator of a research team by day, she lectures at the National Institute of Education, Nanyang Technological University, in Singapore. At night, she has many identities, among which are a night elf druid, a gnome mage and a human paladin.

Matthew J. Hall did grow up playing video games. A member of Generation Y, he first experienced video games on the Nintendo Entertainment System. Mario as well as early sports games were his favourites. Through the years, he played many games on the Super Nintendo as well as the PlayStation systems. Later, he went on to computer and online games where he acquired guild leadership skills in the virtual world that he finds useful in real life. Familiar with new games in the market, his favourite is World of Warcraft, where he plays a human paladin, a dwarf priest and a night elf warrior. An undergraduate at the University of Michigan, he is studying to be teacher in the hope of enhancing education through technology.