Children’s Digital Media Centers

Annual Meeting
March 2004
Engagement and use of interactive media

• Identify and develop metrics for the defining features of the interactive experience
• Identify and develop metrics for media use
• How do we do this when both media and uses are evolving?
The formation of media: The case of computer games

• The “mangle of practice”
• Sean’s example: Point of view
  – Evolution of point of view: resistance and accommodation
  – Point of view and player skills
• Other examples: Character representation, sound
• Technology developments and new affordances
Media use and mastery

• Access and appropriation
• Competence, activity and practice
• Networks and communities
Content and delivery systems

• Content: Characters, stories, scenes, beliefs
• Convergence: Multiple interacting methods for accessing content
• Upcoming projects: Polar Express?
Our attack on the problem

- Map the emergence and appropriation of technologies, aesthetic conventions, genres, institutional custodians, and user practices
- Isolate particular formations for detailed qualitative study and experimental analysis
- Long term goal: Develop the capability to manipulate game features more directly