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

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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?

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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