



Finnish Game Week

Promoting Game Culture and Gaming Literacy

Saara Salomaa
National Audiovisual Institute, Finland



Co-financed by the Connecting Europe
Facility of the European Union

Finland - Nation of Gamers

- **97,8%** play [any] games occasionally
- **60,5%** play video games every month
- **36,3 %** play video games every week
- **16,1%** play video games every day

The Finnish Player Barometer (2018) is a survey about the popularity of different varieties of game playing in Finland, and this study has now been carried out for the sixth time. The barometer has been created in collaboration by researchers from universities of Tampere, Jyväskylä and Turku, and it is designed to produce comprehensive and topical information about various forms of game playing, and more long-term data about the directions these activities are evolving into. This time it is based on a nationally representative, random sample of 946 respondents, **representing 10-75-year-old population of Finns** who live in the mainland of Finland (Swedish-speaking Åland islands are thus excluded from this study).

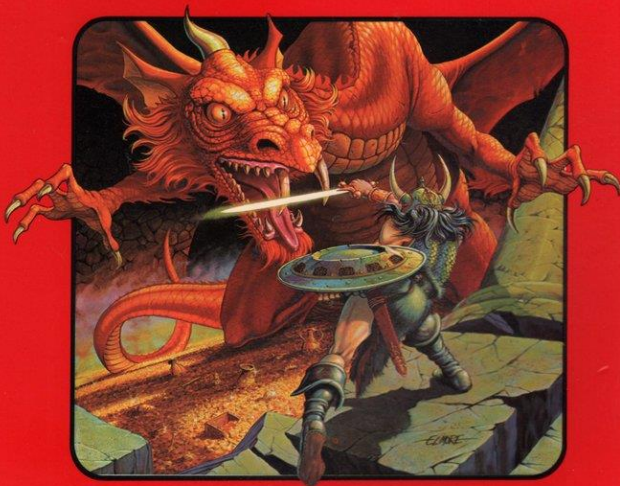
Link to study: <http://tampub.uta.fi/bitstream/handle/10024/104293/978-952-03-0870-4.pdf>

Games in the Media

DUNGEONS & DRAGONS

FANTASY ROLE-PLAYING GAME

SET 1: BASIC RULES



This game requires no gameboard because the action takes place in the player's imagination with dungeon adventures that include monsters, treasures and magic.

Ideal for 3 or more beginning to intermediate players, ages 10 and up.



DUNGEONS & DRAGONS is a registered trademark owned by TSR, Inc.

Daily Trojan Thursday, October 8, 1981 3

Dungeons and Dragons causes moral conflict, protest

Evangelists see game as front for demon worship

By Mark Ordesky

Dungeons and Dragons--the very name of this popular fantasy game conjures images of the macabre and the mysterious. To the uninitiated, the game seems incomprehensible; to its players, D&D offers a wild romp through the imagination.

To yet others, however, D&D is not a harmless pastime of its predominantly young players. Evangelists argue the game is a front for demon worship and witchcraft while proponents see it as a wholesome, constructive release. Regardless of which view one believes, if either, the battles which rage over the moral implications of Dungeons and Dragons are as heated as the violent conflicts which take place in the game itself.

Dungeons and Dragons is the prototype of fantasy role-playing games. In such games, players suppress their own personalities and play the roles of fantasy characters like those

The "monsters" contained in these manuals are evil enemies. Players gain experience and power in the game by battling such creatures and defeating them.

"There is a built-in reward system in D&D," said one local player. "Being good, stamping out evil where you find it, is rewarded by fame and notori-

ty. The goal of the game is to live up to the artificial morality of your character."

However, it seems there is more than morality at stake. In another article which appeared in the *Herald Examiner*, a quote from a pamphlet issued by Concerned Christians attacked D&D claiming the game promoted "homosexuality, so-

domy, rape, and other perverse acts of sexuality."

Players vehemently deny such accusations. A local high school player commented, "That's a bold-faced lie. It reflects the mentality of these people and their slanderous opinions."

Scott Kilburn, vice president of the university's Fantasy Wargames Club, has similar feelings for such evangelical groups. "They want to come in and dictate what other people should do," Kilburn said. "They are extremely close-minded."

Meanwhile, more fundamentalist Christian groups in California and Utah have been successful in getting D&D banned from public schools, where it had been used in programs for "gifted" students. In Kansas,

another evangelist threatened to buy up all the games and burn them if the stores did not stop stocking them.

All the aforementioned actions have taken place this year. Yet D&D has been available to the general public since 1974, and people have been playing games of this type since 1970.

So why the sudden zeal in attacking the game now? Just like anything else, it took a nationally publicized incident to turn the public eye towards D&D: the disappearance of James Dallas Egbert III.

Egbert was a 16-year-old Michigan State student, "a whiz kid," who played D&D in the large complex of steam tunnels underneath the school. When he disappeared, there

(Continued on page 16)



HELPLINE

Games in the Media

Do Violent Video Games Make Kids More Violent?

Research explains they may not be as destructive as we think.

Posted Jul 17, 2018

f SHARE

TWEET

EMAIL

MORE



Source: CC0 Public Domain

If you know a tween, teenager or avid gamer, you have probably heard about the latest video game phenomenon: *Fortnite*. In the game's Battle Royale mode, up to 100 players parachute into a small island, scavenge for armor and weapons, and then kill or hide from other players in an attempt to be the lone survivor.

Is Video Game Addiction A Thing?

August 8, 2018 · 3:25 PM ET

There's been a lot of concern lately about the amount of video games kids play. Are they ... addicted to them?

The World Health Organization added the behavioral condition "gaming disorder" to their International Statistical Classification of Diseases and Related Health Problems.

In 2013, the American Psychological Association designated gaming disorder as "a condition for further study." But even that [provoked pushback](#).

Could obsessive playing be symptomatic of some other kind of disorder? Or could it just be doing something you like to excess, similar to binging on a television show, or staying up until 3 am to finish reading a novel?

How is gaming disorder diagnosed and treated — and how will it change our understanding of a pastime that's popular with kids?

Finnish Game Week



A map of Europe with a large green starburst graphic overlaid on the right side. The starburst is white with a green outline and contains a green cross-like symbol. The map shows various countries and regions, including Iceland, Norway, Sweden, Finland, Estonia, Latvia, Lithuania, Poland, and Belarus. The starburst is positioned over the Baltic Sea region, specifically over the area of Estonia and Latvia.



Both are a Part of



History of Finnish Game Week

- 2011** Finnish Game Day (part of Nordic Game Day)
- 2013** → Finnish Game **Week**
- 2015** **Finland coordinates** the Nordic Game Week
Added **funding from EU** (Safer Internet Centres)
- 2016** → Nordic Game **Week** (national coordinators)
- 2017** → International Games **Week**
- 2018** → **National** Game Weeks (Finland & Denmark)

Finnish Game Week

Finland is promoting **fact-based** public discourse and **gaming literacy** with an annual **theme week**.

- Every year in **November** (coincides with IGW)
- 2018: **464 days** of Local and Online events
- An **average** of **40 children** and **20 adults** per event
- **Organisers** are libraries, youth centres, museums, schools, NGOs and corporations
- Funded by the **Finnish Safer Internet Centre** since 2014

Game Educator's Handbooks



Download:

www.pelikasvatus.fi/handbook

Goals

1. Parents and educators **learn about games**
2. Games are seen as an **equal media** to books and movies.
3. **Game specific issues** can be talked about without prejudices.



Events for Everyone

Board Games, **Coding**, Tournaments, **Lectures**,
Escape Rooms, **Console Games**, Game Art, **Mobile Games**, Cosplay, **Game Jams**, Outdoor Games,
Panel Discussions, Meet & Greet, **DIYs**, Tutorials,
Miniature Games, Role-playing games, **Live Streams**, Events for the Elderly, **Events for Adults**, Events for Children and Young People,
Events for Girls, Events for Minorities - **and more!**

Events for Everyone



Game Donation Pledge Drive

5000+
donated
games
and
consoles



Have we Changed the Discource?

Huippusuositettu ammuntopeli antoi pojille luvan tanssia – ota haltuun ainakin nämä tärkeimmät Fortnite-tanssit!

Tekeekö sinunkin lapsesi kummallisia tanssiliikkeitä? Tässä syy.

Fortnite 23.1.2019 klo 17:00

Huippusuositettu ammuntopeli antoi pojille luvan tanssia



Vantaan uuteen pelitaloon nuori pääsee pelaamaan, vaikka ei olisi varaa konsoliin – "On hienoa, että avataan avoimia epäkaupallisia tiloja, joissa voi pelata"

Kaupungit ovat heränneet tarjoamaan nuorille maksuttomia pelitiloja. Vantaalla pyritään tavoittamaan myös ne nuoret, jotka eivät yleensä käy nuorisotalolla.

Nuoret 21.5.2019 klo 20:33



GAME OVER

P.S. Save the Date! Finland will be hosting a conference on Audiovisual Media 10th-11th September and Media Literacy side event 10th Sept. in Helsinki.

saara.salomaa@kavi.fi



Co-financed by the Connecting Europe
Facility of the European Union