



PAST, PRESENT, & FUTURE

Advising and Gameplay

Past & Present

Attendance at gaming conferences is at an all-time high (Indianapolis's Gen-Con sold out of its 4-day passes for the first time ever for 2017!), and with video game sales continuing to skyrocket (\$24.5 billion in 2016 alone), it is safe to say that video games and all of its accompanying cultures are here to stay. Video games are increasingly becoming part of the academic landscape with scholars such as James Paul Gee (2005) writing on why video are good for your soul. From our poster, we hope you can realize the impact of gaming on college life and have a chance to explore the different genres of gaming through a quiz that matches up advisors with their 'affinity video-game protagonist', and show how these characters are representative of the different

types of advising; prescriptive, development, intrusive, and holistic.

What Lies Ahead?

So what lies ahead for advisors and students who play video games? There is no question that games are becoming more immersive. With virtual reality headsets becoming more mainstream and games offering a plethora of alternative endings and narratives, it is easy (we know from experience) to lead a complete second life in a game. These games are also increasingly narrative driven and stand upon a foundation of rich, relevant texts that rival many of the narratives more commonly found in bookstores. Further, considering that a large portion of the multi-billion dollar video game industry is comprised of millions of youth gamers (read; college students),

Advising as Gameplay:
Player vs Player in
Advising Sessions

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we as advisors must confront the fact that many of the same students who struggle with engagement at school are also earnestly invested in deep narratives on their computers, gaming consoles, tablets, headsets, and smart phones in their dorms. By addressing issues like addiction, narrative building, and gameplay through the lens of gamer culture in the advising office, advisors are giving students opportunities to reflect and process real-world themes in a guided and supportive space. Hopefully, this will spark both the educational community and gaming community to communicate about educational growth and minimizes the harms of gaming addiction

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Now it's time to put those skills into practice. Based on the protagonist that you may closely match up with, you can practice putting your skills as an advisor to work. You can also learn from the other styles so that you can best know how to approach students from all backgrounds!

Prescriptive

You prefer to follow the rules and need to know the best path forward for your player. You like the patterns in gameplay and find it challenging (and fun) when unexpected events come into play. Maybe you should check out the Uncharted Series, where you can lead your character through jungles and cities, finding treasures along the way and learning how to best accomplish missions. The gameplay is linear, and your character always does what you say.



Developmental

You like to watch things grow. You will enjoy games that have NPCs (non-playable characters), leveling up, and relationship building. You decide with other players about how to best approach problems and collaborate in teams. You may like Pokémon Go, where you can join Teams Valor, Instinct, or Mystic. Then you capture and train your Pokémon, watching them level and grow into something unique.



Intrusive

The more you can know your player's personal life, the more you can help them succeed. You will enjoy games where you sneak around, finding weak (and strong) spots, making sure you take advantage of the small things. You may like games like Metal Gear Solid, where you have to sneak around to objectives, and where every choice can be the difference between victory or throwing your controller in frustration.



Holistic

You take a look at the bigger picture before making any major decisions. You will enjoy games where you take the whole picture of game development to help make decisions but it is up to the game itself to play with or against you. You may enjoy RTS (Real Time Strategy) games like Age of Empires or Civilization where you can build a city and either cooperate (or fight) with other players to build a kingdom



Take our quiz [HERE](#) or use the QR code to find out more about your advising style as a video game character!

