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Fear and web culture

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Started by **will787** at 10:52am Feb 9, 2004 BST

"... the progress of wireless technologies and broadband via the internet will finally result in the ability to deliver material to a range of devices." Emily Bell <http://media.guardian.co.uk/mediaguardian/story/0,7558,1143707,00.html> In fifteen years this may be the end of TV but meanwhile games are seen as junk culture. What can be done within the current technology?

will787 - 11:03am Feb 9, 2004 BST (#1 of 12) | [Delete](#)

This topic came to mind as there will be a discussion at the Phoenix in Exeter next Sunday as part of an animation festival. There will be some involvement from the remnants of a cybercafe. Gradually it has been accepted that digital forms of animation are ok, but networked games are still on the edges.

Games design influences a lot of web design. Some of it appears as TV. In theory wi-fi and broadband are here but actually this is limited. Games are a large part of the current media on mobile devices.

There will be some downloads from www.scene.org and some Quicktime. Any suggestions on other stuff to show? Any arguments in favour of this area as part of an arts centre? Any other sites with massive bandwidth? The starting point will be the current fear of games and the 'dark side' of the web.

will787 - 01:29pm Feb 10, 2004 BST (#2 of 12) | [Delete](#)

There is an Adobe white paper on Visual Literacy that was available at BETT. Earlier today the link was not working but it should soon be available at http://www.adobe.co.uk/education/ed_products/promotions.html Scroll down towards the bottom. There are many suggested references from this. Games and the web are still a large part of a visual environment.

will787 - 09:43pm Feb 14, 2004 BST (#3 of 12) | [Delete](#)

There may be very little basis to the claims for 'wi-fi Exeter' but at the Phoenix tomorrow there will be some hard copy versions of this PDF-

<http://www.acrobat-services.com/eten/psand2004synopsis.pdf>

Psand intend to connect with media over the summer. Maybe the people who will support this already feel ok about the web anyway. But also there could be more involvement from people who can contribute some better content.

will787 - 05:12pm Feb 17, 2004 BST (#4 of 12) | [Delete](#)

Hope someone else joins in this soon.

I think I may have started off badly by not understanding what one dot zero were intending.

The film shown at the Phoenix on Sunday looked at fear in great detail as if games were a subject for film criticism. There was not much time for looking at the issue of how to counteract the fear of web / games so that the technology is more widely used.

Some people from Hyperactive Cafe (currently dormant) engaged with some network gaming but very few new people joined in over the age of twenty. Is this fear of content, technology, what? Moving on to forms of animation such as from scene.org is some steps beyond.

<http://www.scene.org>**will787** - 01:15pm Feb 20, 2004 BST (#5 of 12) | [Delete](#)

Couple of points as Animated Exeter comes towards an end.

Although games and web animation have not featured that much as part of animation, BAFTA have set up annual awards for interactive and games. So there is some promotion for this.

<http://www.bafta.org/games.htm>

Model based animation can be just as frightening as anything on the web, going by examples shown this week. Ward 13 is a shocker. Butterfly is from the chill out zone so let there be no assumptions about digital.

<http://www.butterfly.ie> <http://www.ward13.com.au/>**will787** - 05:09pm Mar 19, 2004 BST (#6 of 12) | [Delete](#)

There has been a giant leap for games credibility in education with this article in the Guardian educ@guardian supplement

<http://education.guardian.co.uk/elearning/story/0,10577,1164850,00.html>

This shows how games are now part of education. Keep scrolling down for the links.

will787 - 06:39pm May 21, 2004 BST (#7 of 12) | [Delete](#)

Games must be ok if the devices can be used for sound and DVD. Even 'little things we like' has some cred.

<http://www.guardian.co.uk/computergames/0,11500,630405,00.html> Games supplement.

So let's assume that games can be an aspect of any festival, especially around animation.

There will be something at the Phoenix in Exeter next Feb. Meanwhile any other connections would be interesting.

lchic - 01:45am May 23, 2004 BST (#8 of 12)You are signed in as **will787**

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There was a sci-paper maybe Australia

Kids are 15 iq points up on their parents

scored same in regular slots

visual literacy may have put the kids ahead.

[will787](#) - 05:24pm May 24, 2004 BST (#9 of 12) | [Delete](#)

Direct link to Visual Literacy white paper

http://www.adobe.co.uk/education/pdf/adobe_visual_literacy_paper.pdf

Is it that in Australia this sort of education is better accepted? There seems to be more about e-learning for example.

[michaelwilkinson](#) - 04:36pm May 26, 2004 BST (#10 of 12)

How come this forum has only had one post from anothe member other than will787?

[will787](#) - 11:20am May 29, 2004 BST (#11 of 12) | [Delete](#)

well it did start out in a muddle about what it was about.

Maybe Guardian readers are happy with great lumps of text. See the page ad for the Review today.

there is some kind of block on the web and games

[lchic](#) - 09:37am Jun 2, 2004 BST (#12 of 12)

Australians are 'early adopters' of new technolgy.

95% have mobiles - unbelievable!

The visual learning

would have been a Uni Department gathering data to write a paper.

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