



KNOW YOURSELF

SHE GOT GAME



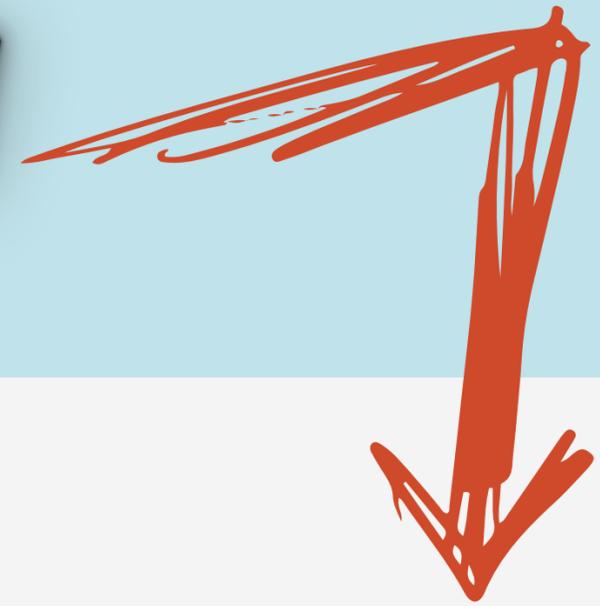
INTRODUCTION

Today, we will:

- * Learn about Jeannail Carter's rise to stardom in the gaming industry.
- * Make connections between Jeannail Carter's life and your own.
- * Develop a sales pitch for a video game.



SEL CONNECTION



Today, we will practice **self awareness** and **responsible decision making** by learning from athlete Jeannail Carter.





ICEBREAKER

TRUE OR FALSE: GAMING EDITION



TRUE OR FALSE

GOALS:

- Move to one side of the room if you think the answer is TRUE.
- Move to the opposite side of the room if you think the answer is FALSE.

Let's stand up and get ready to play!

All of the questions are facts about gaming and video games.

TRUE OR FALSE

The gaming industry overall reports that 35% of players worldwide are female.



TRUE OR FALSE

The gaming industry overall reports that 35% of players worldwide are female.

FALSE

46% are women



TRUE OR FALSE

Cooperative video games strengthen in-person friendships and encourage prosocial behavior.



TRUE OR FALSE

Cooperative video games strengthen in-person friendships and encourage prosocial behavior



TRUE



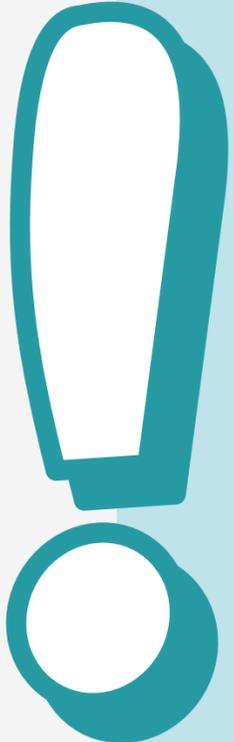
TRUE OR FALSE

Girls who play a violent video game feel increased stress afterwards, unlike boys.



TRUE OR FALSE

TRUE



This longer-lasting psychological response may be part of the difference in preferred video games: while girls choose action games in high numbers, they are less likely to choose games that include explicit violence.



TRUE OR FALSE

Across the 8-18 age range, girls spend more than two and a half times as much time playing video games as boys.



TRUE OR FALSE



FALSE



Boys spend more than two and a half times as much time playing video games as girls.



TRUE OR FALSE

In 2009, only 6% of the video game-related workforce was female, the 2020 figure was 22%.



TRUE OR FALSE

In 2009, only 6% of the video game-related workforce was female, the 2020 figure was 22%.



TRUE



TRUE OR FALSE

Female gamers are actually *more* likely to play games on their mobile devices.

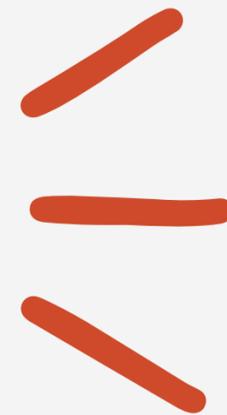


TRUE OR FALSE

Female gamers are actually *more* likely to play games on their mobile devices.



TRUE



TRUE OR FALSE

The top female gamer earned \$295,000 throughout her career.



TRUE OR FALSE

The top female gamer earned \$295,000 throughout her career.



FALSE



Sasha Hostyn aka Scarlett earned \$443,000 throughout her career.



TRUE OR FALSE

16 year-old Maryam Maher has earned over \$50,000 playing Fortnite throughout her career.



TRUE OR FALSE

16 year-old Maryam Maher has earned over \$50,000 playing Fortnite throughout her career.



TRUE





LESSON PART ONE

THE RISE OF JEANNAIL CARTER



LESSON: PART ONE



THE RISE OF JEANNAIL CARTER

Watch the video about Jeannail Carter, one of the pioneers for black women in the Esports gaming industry.





THE RISE OF JEANNAIL CARTER

- How has Carter used self-awareness in her career?
- How has Carter used social awareness in her career?
- Name one example of responsible decision making from her career.
- Name one example of relationship skills Carter used in the interview.





LESSON PART TWO

VIDEO GAME DESIGN SPRINT





VIDEO GAME DESIGN SPRINT

SALES PITCH

A short speech given in order to persuade someone to buy something.



LESSON: PART TWO



WORK TOGETHER

VIDEO GAME DESIGN SPRINT

- 1) Get into a group of three.
- 2) Create a brand new video game of your choice using the Video Game Design Worksheet to guide your thinking.
- 3) Create a sales pitch to try to sell the game.



Just like Jeannail Carter is changing representation in video games, your brand new video game can include new characters, settings and goals!



LESSON: PART TWO



WORK TOGETHER

VIDEO GAME DESIGN SPRINT

- 1) Each group will now share their design and pitch!
- 2) The whole class will vote on their favorite game and sales pitch.





VIDEO GAME DESIGN SPRINT

- What did you learn about representation and gaming today?
- Why is it important to see ourselves in video games and media?
- What did you realize about designing a video game idea?

