



## Attitude Overdrive



### Overview

Students will watch the NSTeens video “Attitude Overdrive” and discuss appropriate conduct while gaming online. They will then separate into groups and write short skits that demonstrate proper gaming etiquette.



### Materials / Preparation

- Computer lab or computer hooked up to an LCD projector
- Video - “Attitude Overdrive”
- Attachment 1 - “Gaming Etiquette Skit Instructions”
- Chalkboard/whiteboard



40 minutes



### Introduction

Discuss online gaming with your students. *Do any of you play online games? Do you ever talk to other people while gaming? What kinds of personal information have you heard players share online? Has anyone in a game ever made you feel uncomfortable? Is anyone ever mean*

*or rude to you? Has anyone ever offered you anything in a game that sounded too good to be true? Have you ever felt tempted to click on an advertisement for free giveaways and prizes?* Allow time for discussion and let students share their experiences with the class.



### Activity

Watch “Attitude Overdrive” and ask students: *What does “etiquette” mean? (proper behavior). We’re going to come up with a set of rules for gaming etiquette. How do you think gamers should behave online?* Be sure to include rules for each of the following categories and designate a student to write the class’s answers on a chalkboard/whiteboard:

Sharing personal information – *Choose gender-neutral, appropriate screennames; use voice-mask so other gamers don’t know your age or gender; don’t share personal information through game chat features; don’t share account details, like passwords, with other gamers.*

Dealing with uncomfortable situations – *If something happens that makes you feel scared or uncomfortable, tell an adult you trust; never agree to meet a fellow gamer offline if you do not know them in person.*

Dealing with “griefers” (gaming cyberbullies) – *Ignore them; block or mute them; save the evidence; delete current accounts and open new ones; report the griefer to the gaming service or website; talk to a trusted adult; don’t be a griefer yourself; think about what you say and do!*

Dealing with offers and advertisements – *Don’t accept offers or deals from advertisements and other gamers; keep your personal and financial information private; tell a trusted adult or the site moderator about the offer; remember, if it seems too good to be true, it probably is.*

Divide your students into groups of no more than four. Pass out the “Gaming Etiquette Skit Instructions” (attachment 1) and have each group write a skit demonstrating appropriate behavior for online gaming.



### Follow-Up

Allow students to practice their skits and then plan a performance day. Invite other classes so the students can teach their peers about gaming etiquette.



## GAMING ETIQUETTE SKIT INSTRUCTIONS

How can you help teach other players gaming etiquette?

First, practice better gaming etiquette yourself.

Then—talk to your friends about it!

Write a skit to teach your classmates about gaming etiquette. Your skit should demonstrate one of the following etiquette categories:

1. Sharing personal information
2. Dealing with uncomfortable situations
3. Dealing with “griefers”
4. “Too good to be true” offers

### ★ Tips for writing your skit

Make sure your skit has:

#### 1. An introduction where you

- Establish the characters.  
(Ex. a gamer, a griever, parents and guardians, teachers, a narrator, etc.)
- Establish a setting.  
(Ex. home, school, the library, etc.)

#### 2. Rising action where you

- Show the problem.  
(Ex. sharing an account password and getting points stolen, dealing with a griever, being asked to meet another gamer offline, accepting an offer that sounds too good to be true, etc.)
- Show how the characters feel.  
(Ex. how the gamer being cyberbullied feels)

#### 3. A climax where you

- Show how the characters solve the problem.  
(Ex. your character blocks the gamer who asked to meet offline, tells an adult, gets advice from a friend, etc.)

#### 4. Falling action where you

- Show the results of your character’s solution.  
(Ex. the griever is banned from the game)

#### 5. A conclusion where you

- End your skit and resolve all the problems.  
(Ex. a friend helps your character set up a new account)