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Hashtag archive - #K12Media

Archive of #K12Media Tweets

[tags = Media Studies, Media Literacy, teachers, resources]

Created by @msolomonteacher on Fri Aug 12 16:11:52 GMT 2011. Contains a total of 1007 tweets.

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@msolomonteacher Welcome to tonight's #K12Media! Continuing with our special series, our topic for tonight is Key Concept #3: Audiences negotiate meaning.

Tue Oct 04 00:00:11 +0000 2011 - tweet id 121011695161319424 - #1

[tweet details](#)



@msolomonteacher Our focus for tonight is video games. A really exciting topic. Any gamers here tonight? #K12Media

Tue Oct 04 00:01:09 +0000 2011 - tweet id 121011941975142400 - #2

[tweet details](#)



@ms_keats Hi all! I am intrigued by the selection this week; how does an audience create meaning when gaming? [#K12Media](#)

Tue Oct 04 00:02:39 +0000 2011 - tweet id 121012315872169985 - #3
[tweet details](#)



@msolomonteacher I thought I'd start us off with a news story from last week. <http://t.co/wyHiockw> [#K12Media](#)

Tue Oct 04 00:03:34 +0000 2011 - tweet id 121012547225780224 - #4
[tweet details](#)



@ms_keats I haven't been involved in a lot of role playing games since my brother and I played "dungeons and dragons" as kids! [#K12Media](#)

Tue Oct 04 00:03:58 +0000 2011 - tweet id 121012648425947136 - #5
[tweet details](#)



@TwtrChat411 [#K12Media](#) chat starts a few minutes ago moderated by @msolomonteacher @ms_keats

Tue Oct 04 00:05:06 +0000 2011 - tweet id 121012534562345728 - #6
[tweet details](#)



@msolomonteacher She was disappointed that she could not choose a female player in her favourite game, so she asked EA to add female players.. [#K12Media](#)

Tue Oct 04 00:05:51 +0000 2011 - tweet id 121013122772369410 - #7
[tweet details](#)



@msolomonteacher She wrote, "I have created a character of myself, except I have to be represented by a male and that's not fun." [#K12Media](#)

Tue Oct 04 00:07:03 +0000 2011 - tweet id 121013423566880768 - #8
[tweet details](#)



@ms_keats I am amazed at how much change this girl was able to create because of her persistence [#K12Media](#)

Tue Oct 04 00:07:24 +0000 2011 - tweet id 121013511311732736 - #9
[tweet details](#)



@msolomonteacher A thorough explanation of the Key Concept is available here: <http://t.co/xH6gxdaW> We all "negotiate meaning according 2 individual [#K12Media](#)

Tue Oct 04 00:08:22 +0000 2011 - tweet id 121013756019968720 - #10
[tweet details](#)



@msolomonteacher factors... " [#K12Media](#)

Tue Oct 04 00:08:40 +0000 2011 - tweet id 121013831727198209 - #11
[tweet details](#)



@corvinellia Did you read the scary comments??? RT@egalecanada: An apology from @NationalPost <http://t.co/UNHPZNKd> [#CanQueer](#) [#LGBT](#) [#Transphobia](#) [#K12Media](#)

Tue Oct 04 00:09:05 +0000 2011 - tweet id 121013935615913984 - #12
[tweet details](#)



@msolomonteacher @ms_keats Me too. It certainly highlights how there is a relationship between "the media" and the audience. [#K12Media](#)

Tue Oct 04 00:09:46 +0000 2011 - tweet id 121014107213266945 - #13
[tweet details](#)



@msolomonteacher [#K12Media](#) has begun! Come join us... [#CdnEd](#) [#edchat](#) [#engchat](#)

Tue Oct 04 00:10:43 +0000 2011 - tweet id 121014348348006400 - #14

[tweet details](#)



@ms_keats In this case, is it better that a female character be able to be created within the context of the NHL...or create a game on CWHL? [#K12Media](#)

Tue Oct 04 00:11:07 +0000 2011 - tweet id 121014447207751682 - #15

[tweet details](#)



@ms_keats CWHL—Canadian Women's Hockey League, or OWHL (Ontario "...") sorry for the acronyms [#K12Media](#)

Tue Oct 04 00:12:36 +0000 2011 - tweet id 12101482155359792 - #16

[tweet details](#)



@msolomonteacher @ms_keats She obviously negotiated meaning very differently from the way that the creators did. [#K12Media](#)

Tue Oct 04 00:13:07 +0000 2011 - tweet id 121014952277454848 - #17

[tweet details](#)



@ms_keats I find it too bad that this girl can only aspire to play a game within the context of a game focusing on an all-male league [#K12Media](#)

Tue Oct 04 00:13:36 +0000 2011 - tweet id 121015071269847040 - #18

[tweet details](#)



@msolomonteacher @ms_keats Or perhaps the obvious "target" audience (presumably male). [#K12Media](#)

Tue Oct 04 00:14:04 +0000 2011 - tweet id 121015188802633728 - #19

[tweet details](#)



@ms_keats It's wonderful that she put pressure on the company, & that the co. responded, but w/ growth of female sports, it's still limiting [#K12Media](#)

Tue Oct 04 00:15:32 +0000 2011 - tweet id 121015589369400320 - #20

[tweet details](#)



@msolomonteacher @ms_keats Another good point. With the recent Olympic hockey wins, at least there are real-world models for her. [#K12Media](#)

Tue Oct 04 00:15:39 +0000 2011 - tweet id 121015590457589761 - #21

[tweet details](#)



@ms_keats Loads of female hockey players—esp. in Canada—that are well-known models for younger athletes [#K12Media](#)

Tue Oct 04 00:16:38 +0000 2011 - tweet id 121015837141372928 - #22

[tweet details](#)



@msolomonteacher The article says that characters can pick their own hair/eye colours... does that mean that the skin colour is fixed? [#K12Media](#)

Tue Oct 04 00:16:52 +0000 2011 - tweet id 121015896604016640 - #23

[tweet details](#)



@msolomonteacher And I'd love to see a follow up, to find out how seeing herself represented in the game changed her gaming experience (if it did)? [#K12Media](#)

Tue Oct 04 00:17:49 +0000 2011 - tweet id 121016133334728704 - #24

[tweet details](#)



@ms_keats According to the article, you could create a "model" team and I guess there would be pre-selected characteristics. [#K12Media](#)

Tue Oct 04 00:17:49 +0000 2011 - tweet id 121016135616446465 - #25

[tweet details](#)



@msolomonteacher Last week we touched on the subject when we spoke about what might make people feel included/excluded in a specific space. [#K12Media](#)

Tue Oct 04 00:19:17 +0000 2011 - tweet id 121016604249614340 - #26
[tweet details](#)



@msolomonteacher I'd argue the same could hold true for a virtual space (within the game) and she's a good example of that. [#K12Media](#)

Tue Oct 04 00:19:54 +0000 2011 - tweet id 121016659187212286 - #27
[tweet details](#)



@ms_keats I think it was a smart move on the part of the company to be more, rather than less, inclusive [#K12Media](#)

Tue Oct 04 00:20:34 +0000 2011 - tweet id 121016824686059520 - #28
[tweet details](#)



@ms_keats With respect to online gaming, how free are people to create an image for themselves? [#K12Media](#)

Tue Oct 04 00:21:49 +0000 2011 - tweet id 121017141649616867 - #29
[tweet details](#)



@msolomonteacher I remember playing video games as a kid & either there was no gender (space invaders etc) or you could be a male (Mario, Link...) [#K12Media](#)

Tue Oct 04 00:22:01 +0000 2011 - tweet id 121017191243063296 - #30
[tweet details](#)



@ms_keats I did play with my bro's Ninetendo, and most games tended towards male "heroes" and female "damsels" [#K12Media](#)

Tue Oct 04 00:23:25 +0000 2011 - tweet id 12101754523331073 - #31
[tweet details](#)



@msolomonteacher @ms_keats I think there's much more flexibility now (which is where I was going w/ my last Tweet, lol), esp. in some of the MMOs [#K12Media](#)

Tue Oct 04 00:23:38 +0000 2011 - tweet id 121017599474671616 - #32
[tweet details](#)



@ms_keats What impact does it have when a person does not control their identity in a role playing game/video game? [#K12Media](#)

Tue Oct 04 00:24:31 +0000 2011 - tweet id 121017820199915522 - #33
[tweet details](#)



@msolomonteacher I think this topic is especially exciting/intimidating because it changes so frequently. I haven't played any of the popular games [#K12Media](#)

Tue Oct 04 00:24:52 +0000 2011 - tweet id 121017907370135554 - #34
[tweet details](#)



@HeidiSiwak [#k12media](#) Just got hear and skimmed through.

Tue Oct 04 00:25:02 +0000 2011 - tweet id 121017952454713344 - #35
[tweet details](#)



@msolomonteacher and was almost afraid of the chat tonight... [#K12Media](#)

Tue Oct 04 00:25:10 +0000 2011 - tweet id 121017984083968000 - #36
[tweet details](#)



@ms_keats One article I read mentioned the freedom, not only to choose physical aspects, but to control how the game will be played [#K12Media](#)

Tue Oct 04 00:25:53 +0000 2011 - tweet id 121018164741029889 - #37
[tweet details](#)



@HeidiSiwak #k12media One of the most interesting games to play to watch how learners construct meaning is [#minecraft](#).

Tue Oct 04 00:25:56 +0000 2011 - tweet id 121018176648658945 - #38
[tweet details](#)



@msolomonteacher @ms_keats Since there is such an effort to create an immersive experience, I'd guess it would take away from the game. [#K12Media](#)

Tue Oct 04 00:26:28 +0000 2011 - tweet id 121018310585360386 - #39
[tweet details](#)



@msolomonteacher @HeidiSiwak Could you tell us more about it? [#K12Media](#)

Tue Oct 04 00:26:56 +0000 2011 - tweet id 121018430630543360 - #40
[tweet details](#)



@HeidiSiwak #k12media When players play as single, they construct their world, it's not so much about the character as the movement in space and time

Tue Oct 04 00:27:19 +0000 2011 - tweet id 121018526186359105 - #41
[tweet details](#)



@HeidiSiwak #k12media When talking with girls what they love most is being able to completely control how the world evolves and what happens it. It is

Tue Oct 04 00:27:59 +0000 2011 - tweet id 121018694108315648 - #42
[tweet details](#)



@HeidiSiwak #k12media con'd powerful feeling. Very liberating for them because it is not an opportunity that children usually get.

Tue Oct 04 00:28:32 +0000 2011 - tweet id 121018833360619841 - #43
[tweet details](#)



@msolomonteacher @HeidiSiwak Do you find there are common themes in how they construct/navigate the space & how it evolves? [#K12Media](#)

Tue Oct 04 00:29:32 +0000 2011 - tweet id 121019083440402432 - #44
[tweet details](#)



@ms_keats @HeidiSiwak Just looking at [#minecraft](#)—it looks really neat [#K12Media](#)

Tue Oct 04 00:30:07 +0000 2011 - tweet id 121019229276356608 - #45
[tweet details](#)



@ms_keats How does the game change if they are not playing as a single. What are the other options? [#K12Media](#)

Tue Oct 04 00:30:46 +0000 2011 - tweet id 1210193394989113345 - #46
[tweet details](#)



@HeidiSiwak #k12media. The game is simple - the placement of cubes, but the creativity that this allows is completely captivating.

Tue Oct 04 00:30:55 +0000 2011 - tweet id 121019432423272448 - #47
[tweet details](#)



@msolomonteacher @HeidiSiwak I think that's a good point generally as well. Games can be very empowering. [#K12Media](#)

Tue Oct 04 00:31:06 +0000 2011 - tweet id 121019478875193344 - #48
[tweet details](#)



@HeidiSiwak #k12media One of the things girls appreciate in particular is that the game allows them to act in ways that break away from constraints.

Tue Oct 04 00:31:48 +0000 2011 - tweet id 121019651651141632 - #49
[tweet details](#)



@HeidiSiwak #k12media One of the things girls appreciate in particular is that the game allows them to act in ways that break away from constraints.



@HeidiSiwak #k12media This is an interview I did with some girls <http://t.co/0zjkpoid>

Tue Oct 04 00:32:12 +0000 2011 - tweet id 121019754151555073 - #50
[tweet details](#)



@ms_keats What is the age range of the girls you interviewed? [#K12Media](#)

Tue Oct 04 00:32:57 +0000 2011 - tweet id 121019940877766656 - #51
[tweet details](#)



@msolomonteacher This TED talk is a fascinating exploration of VGs. It's from the designer's perspective, but also gamer's. http://t.co/LLCRzwl_p [#K12Media](#)

Tue Oct 04 00:32:58 +0000 2011 - tweet id 121019949014720514 - #52
[tweet details](#)



@HeidiSiwak #k12media This link should work. <http://t.co/Qo84kY1m>

Tue Oct 04 00:33:37 +0000 2011 - tweet id 121020109736251392 - #53
[tweet details](#)



@msolomonteacher @HeidiSiwak Thank you! I'll definitely be listening to that one :) [#K12Media](#)

Tue Oct 04 00:35:18 +0000 2011 - tweet id 121020533621014528 - #54
[tweet details](#)



@ms_keats A lot of research done relating to video games/gaming talks about negative impact, a lot of benefits to cog. development as well [#K12Media](#)

Tue Oct 04 00:35:21 +0000 2011 - tweet id 121020546656907264 - #55
[tweet details](#)



@HeidiSiwak #k12media Grade 6. If you listen to these gamers play, there is an ongoing dialogue/monologue of the meaning they create

Tue Oct 04 00:36:00 +0000 2011 - tweet id 121020710012465152 - #56
[tweet details](#)



@msolomonteacher I think that VGs r a really good entry point into KC3 b/c the gamer is constantly negotiating meaning w/in the media environment. [#K12Media](#)

Tue Oct 04 00:37:23 +0000 2011 - tweet id 121021060190699520 - #57
[tweet details](#)



@HeidiSiwak @HeidiSiwak #k12media Risk of introducing gaming into a classroom is that the freedom of players to create meaning will be lost.

Tue Oct 04 00:39:41 +0000 2011 - tweet id 121021639823621633 - #58
[tweet details](#)



@ms_keats @msolomonteacher it seems across dif. media @HeidiSiwak 's post describes S's who are supporting each other's virtual success [#K12Media](#)

Tue Oct 04 00:40:06 +0000 2011 - tweet id 121021742721409024 - #59
[tweet details](#)



@msolomonteacher This is a longer but fascinating read: <http://t.co/2seFR6Mg> re: avatar/player relationship & games as virtual society. [#K12Media](#)

Tue Oct 04 00:41:09 +0000 2011 - tweet id 121022005574290496 - #60
[tweet details](#)



@ms_keats @msolomonteacher within the classroom setting. [#K12Media](#)

Tue Oct 04 00:41:50 +0000 2011 - tweet id 121022179746910208 - #61
[tweet details](#)



@HeidiSiwak #k12media This link should work. <http://t.co/Qo84kY1m>



@HeidiSiwak [#k12media](#) Players independently determine their own goals and work "directs" them towards learning/constructing meaning. It just happens.

Tue Oct 04 00:42:41 +0000 2011 - tweet id 121022393002110977 - #62

[tweet details](#)



@HeidiSiwak @kostadimer [#k12media](#) I would very much like to see how they approach that topic.

Tue Oct 04 00:43:34 +0000 2011 - tweet id 121022616583675905 - #63

[tweet details](#)



@msolomonteacher @HeidiSiwak In that scenario, does the teacher discuss the metacognitive piece? Reflection, critical thinking etc? [#K12Media](#)

Tue Oct 04 00:44:17 +0000 2011 - tweet id 121022793319071744 - #64

[tweet details](#)



@HeidiSiwak @msolomonteacher [#k12media](#) Great question. I might ask them to describe what they've done, why, how, where they learned, but always

Tue Oct 04 00:45:53 +0000 2011 - tweet id 121023196316164576 - #65

[tweet details](#)



@msolomonteacher @kostadimer @HeidiSiwak Fascinating! How do they see gaming in the English classroom? [#K12Media](#)

Tue Oct 04 00:45:54 +0000 2011 - tweet id 121023201487765505 - #66

[tweet details](#)



@HeidiSiwak [#k12media](#) but always in casual conversation, Reflection and self-assessment are part of the whole process.

Tue Oct 04 00:46:35 +0000 2011 - tweet id 121023374326636544 - #67

[tweet details](#)



@ms_keats Like all opportunities for human interaction, there are always possibilities for positive outcomes. Team building, for ex. [#K12Media](#)

Tue Oct 04 00:47:01 +0000 2011 - tweet id 121023462856450944 - #68

[tweet details](#)



@HeidiSiwak [#k12media](#) I really wish people could see the lab on [#minecraft](#) day. It is packed, loud with engaged learners are vocal.

Tue Oct 04 00:47:54 +0000 2011 - tweet id 121023706186349440 - #69

[tweet details](#)



@kostadimer @msolomonteacher @HeidiSiwak [#K12Media](#) Haven't read it yet: just brought it home. Will fill you in, though, as soon as I do. :-)

Tue Oct 04 00:48:05 +0000 2011 - tweet id 121023750970941440 - #70

[tweet details](#)



@msolomonteacher @kostadimer Thanks! [#K12Media](#)

Tue Oct 04 00:48:38 +0000 2011 - tweet id 121023890087620608 - #71

[tweet details](#)



@ms_keats It's neat to consider this within the classroom setting, before tonight, I'm wouldn't have seen the possibility-thnx @HeidiSiwak [#K12Media](#)

Tue Oct 04 00:49:02 +0000 2011 - tweet id 121023991233265666 - #72

[tweet details](#)



@HeidiSiwak @ms_keats [#k12media](#) There is an equalization and respect for players at all levels and a willingness to share and teach. Remarkable.

Tue Oct 04 00:49:28 +0000 2011 - tweet id 12102408288664576 - #73

[tweet details](#)



@HeidiSiwak @ms_keats [#k12media](#) If you truly want to see problem solving and high-level thinking, invite a group of learners to begin [#minecraft](#).

Tue Oct 04 00:50:31 +0000 2011 - tweet id 121024365184811008 - #74

[tweet details](#)



@msolomonteacher We as audience (once removed) see yet another meaning with regards to the game... interesting! [#K12Media](#)

Tue Oct 04 00:51:00 +0000 2011 - tweet id 121024485766856704 - #75

[tweet details](#)



@HeidiSiwak @HeidiSiwak @ms_keats [#k12media](#). But play along with them or you will never truly understand what is happening.

Tue Oct 04 00:51:40 +0000 2011 - tweet id 12102465124467712 - #76

[tweet details](#)



@ms_keats I love the 100% buy-in...so rare, and when it happens, it really does create a bit of magic (& part of why I love to teach!) [#K12Media](#)

Tue Oct 04 00:51:45 +0000 2011 - tweet id 121024672893743872 - #77

[tweet details](#)



@HeidiSiwak @msolomonteacher [#k12media](#) If a teacher sits outside of the process and attempts to attribute meaning through assessment = [#fail](#)

Tue Oct 04 00:52:48 +0000 2011 - tweet id 121024938567147520 - #78

[tweet details](#)



@ms_keats @HeidiSiwak Do you find it shifts the dynamic beyond the game (new/different peers, conflict resolution, group cohesiveness) [#K12Media](#)

Tue Oct 04 00:53:10 +0000 2011 - tweet id 12102502905053824 - #79

[tweet details](#)



@msolomonteacher Another question: How would other players make their favourite games better? [#K12Media](#)

Tue Oct 04 00:53:12 +0000 2011 - tweet id 121025040031538981 - #80

[tweet details](#)



@HeidiSiwak @ms_keats [#k12media](#) Absolutely. Peers find each other. Girls discover gaming. Willingness to help each other explodes.

Tue Oct 04 00:54:27 +0000 2011 - tweet id 1210253533354444800 - #81

[tweet details](#)



@msolomonteacher @HeidiSiwak Oh no, I'd never ruin it with that ;) But I don't think the students r thinking higher order thinking &problem solving [#K12Media](#)

Tue Oct 04 00:54:36 +0000 2011 - tweet id 1210253909851538944 - #82

[tweet details](#)



@ms_keats @HeidiSiwak It's the difference between being a passive and active learner (which is what we want our S's to be) [#K12Media](#)

Tue Oct 04 00:54:40 +0000 2011 - tweet id 121025407838453760 - #83

[tweet details](#)



@HeidiSiwak @msolomonteacher [#k12media](#) Do you mean are they aware that what they are doing is higher order thinking?

Tue Oct 04 00:55:50 +0000 2011 - tweet id 121025701347463168 - #84

[tweet details](#)



@ms_keats RT @msolomonteacher: Another question: How would other players make their favourite games better? [#K12Media](#)

Tue Oct 04 00:56:17 +0000 2011 - tweet id 121025616116207616 - #85

[tweet details](#)



@HeidiSiwak @ms_keats [#k12media](#) Yes! And the best learning can occur in a classroom when the teacher is as unfamiliar with a topic as the students.

Tue Oct 04 00:57:00 +0000 2011 - tweet id 12102593381408256 - #86

[tweet details](#)



@msolomonteacher @HeidiSiwak I wonder if they are, I know I never was. I see it with different eyes & perspective now. [#K12Media](#)

Tue Oct 04 00:57:55 +0000 2011 - tweet id 121026227387070850 - #87

[tweet details](#)



@HeidiSiwak @ms_keats Together all are learners and meaning is constructed as a group. That's what happened with our app project. [#k12media](#)

Tue Oct 04 00:58:13 +0000 2011 - tweet id 121026303519506432 - #88

[tweet details](#)



@ms_keats @msolomonteacher I would think it varies, ppl want to have an enriched environment, or want greater flexibility, etc. [#K12Media](#)

Tue Oct 04 00:58:59 +0000 2011 - tweet id 121026493756358656 - #89

[tweet details](#)



@ms_keats @HeidiSiwak @msolomonteacher mentioned the app—what a great way to engage students in their environments as producers of meaning [#K12Media](#)

Tue Oct 04 00:59:53 +0000 2011 - tweet id 121026721946804480 - #90

[tweet details](#)



@HeidiSiwak @ms_keats @msolomonteacher They build mods [#k12media](#) They are constantly creating and constructing new ways to move in their game world.

Tue Oct 04 01:00:20 +0000 2011 - tweet id 121026834610663424 - #91

[tweet details](#)



@msolomonteacher Thanks for a great chat. @HeidiSiwak I have some homework to do now :) Going to listen to your interviews! [#K12Media](#)

Tue Oct 04 01:00:54 +0000 2011 - tweet id 121026976747233282 - #92

[tweet details](#)



@HeidiSiwak @msolomonteacher @ms_keats It was a great chat and I love what you are trying to accomplish. [#k12media](#). Hope more join us next week. [#edchat](#)

Tue Oct 04 01:02:41 +0000 2011 - tweet id 121027427177742336 - #93

[tweet details](#)



@ms_keats Thanks for all the great info—a whole new set of possibilities. Again! Loving all the unexpected places we've been going! [#K12Media](#)

Tue Oct 04 01:03:24 +0000 2011 - tweet id 121027604756185088 - #94

[tweet details](#)



@HeidiSiwak @msolomonteacher [#k12media](#) I will ask the gamers next week if they are aware of their level of thinking. Maybe time for another interview.

Tue Oct 04 01:03:51 +0000 2011 - tweet id 121027719885627392 - #95

[tweet details](#)