Discussion on Prensky’s Chapter 2
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Prensky seems to feel that today's educators and students are from totally separate worlds. He claims that the prevalence of video games has actually rewired our brains and made traditional learning methods less effective. Stating that traditional training and schooling just doesn’t engage today’s students. Students just choose not to pay attention rather than just blaming ADD.

His main argument seems to be that games are fun, traditional education and training are dull. But is this also question of Western values as well as education techniques? And, at what point did it become necessary that everything be fun. If game-playing induces an expectation that learning must always be an amusing experience, then setting such an expectation risks producing the opposite effect where amusement is absent. Might a games-based approach undermine other more traditional forms of education and training. Maybe there is a balance? Are we preparing students for the way the world is or proving that we can make education fun?

I think his text is a little wordy and redundant. However, I tend to agree with what he is saying. I do not see games as being a waste of time. If we can pull out the strengths of games while setting their weaknesses to the side, games may enhance to the next evolution of education.