Capturing children's knowledge-making dialogues in Minecraft

# Details

## Year

Not reported

## Scope

Other

## Countries

Sweden

## Type

Other

## Methodologies

Other

## Other Methodology

(The article N/A and the available abstract does not reveal.)

## Researched Groups

Children

## URL

https://www-tandfonline-com.ezproxy.ub.gu.se/doi/abs/10.1080/1743727X.2015.1033392

# Goals

"The aim of this article is to address how online tools and digital technologies can influence data collection opportunities. We are still at the early stages of piecing together a more holistic picture of the role of digital media in young people's everyday lives, especially regarding digital gaming among younger children. Digital technologies have enabled both new ways of gaming together and the possibility of capturing children's everyday knowledge-making dialogues in a non-institutionalized digital environment. In this case study, the online tool FRAPS®, which enables players to record their play sessions while gaming was used to address data collection opportunities. By using this tool, the lifeworlds of children could be displayed through their knowledge-making dialogues, which also captured the resources the children use when they collaboratively played Minecraft." (Authors, in Abstract)