

JUST FOR FUN

Alex loved playing video games after school with friends online. It was incredible to travel to new worlds and play fierce characters online. She played on a group team and had been working hard to improve. Alex got pretty worked up in the game. If someone made a mistake or did something wrong, she often freaked out.

Chat from game:

Alex: Move! Move! (Talking to another player)

Alex: If you don't move out of the way our team is going to lose. Don't be an idiot.

Brandon: Whoa calm down, I'm going, I'm going.

Alex: Not fast enough. You are ruining this game. LEAVE. NO ONE WANTS YOU.

Brandon: Leave?

Alex: Yeah no one wants a loser on their team. Get out!

Before Brandon could leave, the game ended and their team lost. Brandon had not moved fast enough and it cost their team first place.

Alex threw the remote and punched her hands together.

How annoying! She thought.

Alex stood up, stretched her legs, and hopped into the kitchen for a snack. After 15 minutes, she had totally forgotten about the incident. She got worked up in games, but always calmed down and knew it was just for fun.

The next day at school, Brandon had written her a note.

"I talked to the others on the team and we don't want you on our team. You take it too seriously and don't make it any fun for us."

Alex was shocked. She was the best player. How could they not want her? She knew her comments were aggressive but it was just a game! Was Brandon actually upset? He was the one that lost the game!

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Guiding Questions:

- How do Brandon and Addison see things differently?
- Is Addison's gaming personality different from her real self? Is that a problem?
- Would you be upset if you were Brandon?
- How can words be misinterpreted online?
- How can you manage conflict online? Should it stay online?

Topic: Relationships and Communication, Gaming
Age: Elementary School