# How video games can help develop real world/ employable skills

## RTS – Real Time Strategy game
o Well known examples – <u>StarCraft, Warcraft, Age Of Empires</u>
o The fasts paced speed of RTS games at both a casual and competitive level hone gamers abilities to micromanage and adapt to many different situations. It also requires a large amount of problem solving from a strategic perspective.

## MOBA – Multiplayer Online Battle Arena
o Well known examples – <u>League of Legends, Dota 2, Smite, Heroes of the Storm</u>
o Most MOBAs are 5v5 fights which means they build the ability to work and coordinate as a team both with familiar and unfamiliar team members. Similar to RTS games it requires on the fly adaptability to different situations based on what is going on

## MMORPG – Massive Multiplayer Online Role Playing Game
o Well known example – <u>World of Warcraft, Guild Wars 2, TERA</u>
o This genre of game help build up persistence and stamina due to the length of play sessions and the repetition found in grinding levels for long periods of time in the same environment. MMORPGs can also help better their social skills as people who commit large amounts of time to the game often.

## Puzzle/Abstract
o Well known examples – <u>Portal/Portal 2, Limbo, Trine, Inside, Braid</u>
o Although short and not very repayable, I think that these types of games help develop the player's ability to think abstractly and visualise or view problems in many different perspectives.

## Speed Running
o Although not confined to any particular genre or style of game, I just wanted to bring this up as a topic as we had not spoken about it before and I find it quite interesting. The community for speed running requires a very distinct skillset, from being able to focus for long periods of time, to learning specific detailed aspects of a game and executing tasks flawlessly. It requires an incredible amount of persistence and is very mentally taxing so it can certainly train your mind to be more resilient to repeating task or trying over and over to learn new things. Speed running also has a strong link to video entertainment and streaming, it is becoming increasingly popular to stream and share speed running content for both casual/comedic purposes and for competitive reasons.

**Sample Job types:** Financial Crime Compliance & Fraud Detection, eCommerce, Gaming & Casinos Surveillance

## AREAS OF KNOWLEDGE

| | |
|---|---|
| **Computers and Electronics** | Knowledge of circuit boards, processors, chips, electronic equipment, and computer hardware and software, including applications and programming. |

## KEY ABILITIES

| | |
|---|---|
| **Problem Sensitivity** | The ability to tell when something is wrong or is likely to go wrong. It does not involve solving the problem, only recognizing there is a problem. |
| **Selective Attention** | The ability to concentrate on a task over a period of time without being distracted. |
| **Oral Expression** | The ability to communicate information and ideas in speaking so others will understand. |

## TOP SKILLS

| | |
|---|---|
| **Monitoring** | Monitoring/Assessing performance of yourself, other individuals, or organizations to make improvements or take corrective action. |
| **Speaking** | Talking to others to convey information effectively. |
| **Critical Thinking** | Using logic and reasoning to identify the strengths and weaknesses of alternative solutions, conclusions or approaches to problems. |

http://www.wisegeek.com/how-do-i-become-a-surveillance-operator.htm
http://work.chron.com/responsibilities-video-surveillance-operator-20307.html
https://www.recruiter.com/careers/gaming-surveillance-officers-and-gaming-investigators/
http://www.businessinsider.com/elon-musk-favorite-video-games-2017-6#the-civilization-series-of-course-5