

**THE ROLE OF CRITICAL MEDIA LITERACY IN THE RECONSTRUCTION OF  
SOCIAL MEDIA AS ENVIRONMENTS AVAILABLE TO PROMOTE CRITICAL  
THINKING**

**TYRONE STEVEN ORREGO SÁNCHEZ**

**UNIVERSIDAD PONTIFICIA BOLIVARIANA  
ESCUELA DE EDUCACIÓN Y PEDAGOGÍA  
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**TYRONE STEVEN ORREGO SÁNCHEZ**

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**Director**

**RAÚL ALBERTO MORA VÉLEZ**

**Doctor of Philosophy in Secondary and Continuing Education**

**UNIVERSIDAD PONTIFICIA BOLIVARIANA**

**ESCUELA DE EDUCACIÓN Y PEDAGOGÍA**

**FACULTAD DE EDUCACIÓN**

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## **Abstract**

This book chapter is about the definition and the possible scenarios that undergraduate and former teacher are going to face in the near future likewise, the exposure of what is conceived as “Critical Media Literacy” and how it gets involved with a brand new concepts that are making its own engraving in the field of education: gamification and gaming teachers as the creators and promoters of knowledge taking advantage of the different devices, previous knowledge and healthy competition as the triggers of meaningful knowledge and finally, how media is transforming and creating new ways of thought in the twenty one century furthermore, how teachers could be able to handle, teach and tackle those fields breaking the traditional paradigms and fear to the usage of technology.

## **Introduction: Critical Media Literacy, Why Not?**

Nowadays, the world is turning into a humongous amount of “locks” by locks and, behind those locks you can find out opportunities, dreams, goals, achievements and the most important data, that being said, it depends of the keys you can receive and the ones you craft during your different periods of education for the reason that, if you really want to open or even move a little bit the pins of those locks; you are going to need three important aspects: an open mind, critical thinking and literacy. In this world depending of the kind of data you have access to, your mind has two odds; expand or get biased so there is the moment when critical media literacy takes a dramatically take over for the reason that, yes, your instructor could give you the key he had during his life but, that would never be enough to save you from your eyes being blindfolded in spite of, it is your duty to turn that simple, flat and meaningless “key” into a master key.

That is the reason why critical media literacy is taking the leadership in order to, widen the minds of people to open the doors with the right and well grinded master key because, as the infamous sayings says “Knowledge is power” and “Always try to unshackled your mind from the common in order to see new ideas” there, is where C.M.L aims to and, even more in this era where technology and social media is flooding the world and we as teachers must to spark that curiosity and critical thinking as the key to look for the reality and no the mist that everybody sees.

### **Statement of the Problem**

Currently, in the 21th century we have ran into a several amounts of different experiences and concepts akin: critical media literacy, to give a meaning to that concepts first, we ought to define certain concepts, on the first hand we have “new literacies,” which, according to Mora (2014), are the way how people from the 21th century are now embracing the knowledge and the

way how it is acquired and even comprehended it. On the other hand, we have “media” in this case acknowledge as: “massive multimedia communicative resources” but in simple words is what we conceive as: television, radio, newspapers and so forth.

Finally, “critical” is the reflections, aims and approaches made by human beings in order to learn, clarify and comprehend certain topics, today’s the increasing accessibility and purchase of brand new technology like: smartphones, tablets, phablets, computers, and to name a few, changed the world upside down, due to the amount of people that already has accessibility to daily data around the world this event has left some footprints in the social imaginary of the pedestrian for the reason that, this kind of accessibility in certain way gives to their users the most dangerous power never created “participation”.

That old fashion ways to communicate information recently, has been acquiring new forms and also new perspectives, by new perspectives I mean brand new and fancy displays; It’s not unknown for anybody that technology has been leaving a really its footprint into nowadays generation that is biased by these kind of stuff, taking into account that this generation is well known as “digital natives” also the ways that data and news has changed from tangible resources to digital gadgets designed for smartphones, tablets, phablets, computers, among others and that is called “New literacies” define as the way how people is interacting with those new ways to conceive this paradigm to get daily and reliable information from digital newspapers, social networks, apps, blogs, YouTube videos, etc.

Now that we have set up what is understood as “media literacy” I have to tackle the term “critical” order to explain what actually it means. According to Prinsloo (2006), being critical is “how media texts are put together, by whom and for whom it engages with, what discourses are inscribed, how they are inscribed, and what positions and pleasures they propose for their

audience” in that sense critical media literacy brings an understanding of ideology, power, and domination Kellner, D., & Share, J. (2007). making it easier to identify problematics in social context, control, and pleasure in the different kinds of media literacy out there.

Nevertheless, since we have clear what is “media literacy” and “critical”, when we put together both terms in one compound phrase as “Critical media literacy” it is something close to the initial meanings but with a plus. Critical media literacy is a text scented with criticism, personification, focalization, a really sharp point of view about certain topic, certain tone, it is right to certain kind of people and even different vocabulary in order to propose a kind of genre that is influenced by every single writer criteria with a purpose but definitely not Gonzo writing because this literature genre requires a full set of writing skills to build coherent arguments and not just act of criticize.

Today's as I told you before, critical media literacies comes in all shapes and forms even though, we have to be careful in the way how we are approaching them; according to Kellner, (2004), new technologies of communication are powerful tools that can liberate or dominate, manipulate or enlighten, and it is imperative that educators teach their students how to critically analyze and use these media; in that sense we have to be careful in the way how the treat and teach our own students to get in touch with critical media literacies because it is not something easier to aware of recognize regrettably this one is a tricky topic that can be confusing and also mesmerizing if we lose the path.

There is also a really important topic that I would like to bring into the this article, is something that has been really attached to this new technological era and education, it seems important to me since I am talking about technology there is a really interesting topic that could help us comprehend the combination of critical media literacies and technologies; and that

concept is multimodality if we are talking about the different presentations, shapes and sizes of critical media literacies and its ongoing change into virtual well-crafted articles, videos, blogs and so on; It is crucial for me to write down how multimodality aids this process; in a few words and colloquial language not being disrespectful multimodality is the usage of sound, image and video aim to share a really meaningful message (Kress, 2010) and nowadays critical media.

And not just technology paradigm is covered by multimodality. There are even multimodal texts that basically are the same but with a little variety. Multimodal texts are those ones that are created to change, move, transform and mutated into something more delightful and enjoyable for the readers, I would say that the majority of media critical literacy is compose and write it in this line of thought nevertheless we can't forget that this kind of text are fulfil according to the writer preferences like public, tone, length, composition and genre with the only purpose to make an critical text.

Finally, my concerns and purposes with this article is to discover and realize how critical media literacies are improving or interrupting the development of the critical thinking in today's Medellin's social media sphere; also to give a perspective of how teachers can use technology as a really meaningful resource in order to teach with critical media literacy because, as I quoted before technology can be a really confusing and foggy landscape, if we do not use it well; and then create and statement with well based arguments in order to clear up that critical media literacy is the bridge between the oppressed population and the bright and free critical advocates.

### **We are Stuck in a Loop**

It is not unknown that education has been immersed into a loop where old methods and constant repetition are the rulers in a system that demands as soon as possible new changes at some point, those methods were a need and a kind of alternative for a society where the primary

goal was to acquire the basic skills and data in order to, vote and use your rights as a citizen nevertheless, that technical and savage machine took what nowadays education is requiring and demanding and it is "the humanistic" side of it; currently, education due to, the lack of interference and commitment they turned schools into "instrumental" teaching facilities where, imagination, creativity and entrepreneurism is completely forbidden.

At least, here in Colombia the majority of schools are just concerned with the accomplishment of the boundaries established by the ministry of education to keep working under the minimum requirements, regrettably it is a reality that graduate teachers and pre-service teachers are facing right now, e.g.: when I did the first stage of my student teaching with focus in Spanish language I stumbled into a teacher with an open mind in terms of, (teaching strategies and new sources) but, completely stuck and biased with workshops, traditional grading, regular assessment and the worst of all she never gave feedback to her students.

That is one of several retaliations and backlashes we are suffering nowadays, in what I call or name: "The new technological era" where students and even adults have new ways of comprehension and learning topics, that are not precisely the old fashion ways. We are now living an era where children feel much more comfortable watching videos and listening to their speakers than doing assignments and fulfilling sheets of papers and sadly, our colleagues and even us were not prepared for that humongous change.

According to Sir Richard Karson, nowadays we owe to modern education one of the highest percentage of droppings and creativity murder because, in general schools does not care about the individual making them to think that education is something mechanical, straight and flat for those reasons a lot of students prefer to drop school and stay away from those places



where they used to be manipulated and restrained about their behavior and their preference about certain area of science or arts.

Why? for the reason that, for centuries “education” has always been the one that bends the context in order to adapt itself into her needs, and not all the way around spoiling the youth of the countries making them diverge into other fields and circumstances where they are already biased and forced to fit into a context they do not want to stay in due to the misunderstanding and lack of humanity that indeed at least basic and higher education is suffering right now where the schools is the first enemy of imagination, creativity, research and ideas outside of the box.

This is what I call: “The perfect dictatorship” where the focus of the school and the needs of certain governments allows or forbids or even promotes or bans certain areas of knowledge leaving behind the interest of the students and as a famous quote says: “If you do not like it, it is pretty tough that you learn it”. But recently, we have seen that a lot of advocates of education has been changing things for good purposes where education does not have to be something boring or stressful and here is where the concept of critical media literacy starts; where classrooms become into a friendly environment for technology and other gadgets.

Kumaravadivelu (2008) says that teachers should always aim or point to be “Transformative individuals” and also take advantage of everything they see to give a meaningful message or in rigorous terms: “the eclectic method/approach” and where the concept of literacy understood as: the usage of image, sound and color in order to communicate a message plays a significant and meaningful role when it is working together hand by hand with technology.

Nowadays, we have seen daily that teachers and even “the field of education” has been changing from a mechanical and repetitive approach to a digital and kind of meaningful perspective where modern teachers are trying to somehow endorse and enhance their outdated teaching strategies nevertheless, this adaptation are not enough if they stand alone and in certain way, it is just the transformation of the tools and strategies that they were using before: instead of the blackboard they use PowerPoint presentations that usually turned into drilling and repetition, instead of evaluations or tests done in sheets of paper they use software’s settled up for that, videos instead of explanations and so forth.

Furthermore, the sense of dictatorship that is indeed embracing schools is always looking for, get rid of any dysfunction or possible threat to as soon as possible, gag it and drop it into the forgiveness. Those kinds of cases have been going on for years and even more recently where the entire planet is connected thanks to the internet and other social media networks that are trying to fight against this merciless, ruthless, savage and pitiful machinery called: education where your creativity becomes your worst nightmare.

Finally, in this third world society that, we the inhabitants of this land call “home” all of us should start to be aware of the collective clarity blindness that is actually surrounding the field of education and also, the teachers the first row in the battleground, should changes our techniques, approaches and points of view about the “zero technology zone” and the current damage that we are making to our society producing just repetition machines that are not thinking or even wondering about the idea to change the world because, if a teacher is good he or she must teaches their students the pain of clarity.

## **The Craft of Critical Media Literacy**

Currently, we have been witnessing the amount of horrendous acts done by mankind, but if we focus in the entire picture not only the acts that are bad are actually shared, nowadays we have a conception of “media” as a place where you can share your way of thought, experiences, points of view about certain topics and lately as a platform where you can also denounce, report and reveal issues that are happening, right now social media or any kind of media has become tools of massive approach despite of that, you ought to learn how to use them.

According to Kellner (2004), technology itself does not mean anything if we do not teach how to use it with an specific purpose or goal to communicate something. Here is where literacy and media work together in order to demolish certain paradigms, where literacy is understood as a vehicle to meaning composed by image, sound and motion that aims to specific issues or struggles indeed charged with strong and solid arguments about it or what we should call “critical,” without taking it for granted. In fact, is a critical utterance that goes beyond banal statements. This one is not a brand-new concept; indeed critical media has been out there for centuries for instance: the radio and the newspapers has been important milestones in order to, promote the massification of messages that at some point are banned because there are harmful to certain individuals. But nowadays almost everyone has access to an internet connection or a specific “social media” where now the game has changed a lot due to, the sense of freedom and opinion every participant of a society has.

But that sense of freedom and opinion should not be an statement structure by mere feelings or empty comments indeed, it should be a vis a vis between your inner self and the amount of change your message would spark into the issue you are trying to tackle and the other individuals affected or damaged by it so, being critical takes more that writing and

posting empty comments because, it requires the more than that for the reason that, there is an abysmal different between being “critical” and being “fault finder.”

The procedure and the approach are different from the first one in comparison with the other one. That said, it does not matter if you think that being “critical” is writing your thoughts on Facebook, Twitter, WhatsApp and so on. What you are doing in fact is compliant but not looking for any kind of possible solution for the context, for the inhabitants and the possible targets of that issue leaving behind what I call: “Ubiquity awareness” that does not have to cover everything but at least the spectrum you have in mind.

Due to the sense of democracy and criticism we have, being critical is an entire game changer because a lot of students nowadays are being “critical” and conscious about their own learning process and how their way of thought can change the world but, that process is more likely to be stealth and black ops nevertheless, it is really expensive to educate people in terms of the proper management of certain platform or products and that is why, this aspect has been kind of lame and abandoned for the reason that, teachers that do not have what it takes to teach feel comfortable in the passive technicians state of mind (Kumaravadivelu, 2008).

With that being said, we as a undergraduate and also the one’s in duty should aware of the freedom and the process of emancipation that in fact, Freire(1970) started back in his days and right now, we should lead that process because, nowadays we have the tools to spread our message overseas with just one click and also an unlimited source of information nevertheless, we are still stuck in that loop where we are biasing our students and not teaching them to be citizens of the world and instead of that, we are giving them just one point of view.

## **How Videogames Helped Me To Be Critical: A First-Hand Account**

My name is Tyrone S. Orrego I have been around in the field of videogames for a long time, more or less eight years, like all millennials I started in the gaming community with a PlayStation X, back in the day then, the PlayStation X was discontinued due to, the premier of the PS2 and I regrettably, moved to another device a Nintendo GameCube; to be honest I never liked it, despite of that, I kept playing for fun and entertainment. Even though, within the years I sold the GameCube and, as a desire of faith my father gave me a low spec computer as a new year present, and that precise event change my life forever. I began to play games like: Age of empires, Age of mythology, StarCraft, among others. And out of the blue, a classmate introduced me to one of the most epic games ever made World of Warcraft (WoW).

I spent a lot of hours playing that game, first it was just for fun but then, it turned into an addiction spending humongous amounts of hours due to that, I turned into one of the best players in the game during the burning crusade and wrath of the lich king expansions. I was so good in that game that I started to offer my services as an “Elo Booster” creating an income in fake currency (gold) and real money. Nevertheless, for some circumstances I had to quit to the game and start working in a full-time job and I lost my skills and my status inside the game. Despite that, my friends from WoW moved to a game that is called “League of Legends” (LoL) the first approach I had with the game was only to have fun and share some time with my beloved friends but, I ended obsessed with the game and at some point, I finished being Platinum; one of the highest ranks in the game.

I remember when I first started to play WoW, I was by my own trying to decode the meaning of hundreds of quests that in fact, were in English because at that time, the translation was not available in Spanish that is my mother tongue, I had to translate everything into Spanish

is a regular translator in order, to understand the meaning of the text and comprehend the context of the mission and make sure what object, item, piece and NPC, I was looking for because, World Of Warcraft almost all the time, the quests were like that but, thanks to the developers not an endless loop of actions repeating and repeating all over again like in the first delivery of Assassins creed.

While I was trying to understand everything and the different mechanisms of the game, I started to think more critically because, I started to be aware of the different clues or hints given by the game e.g.: the sparkles, the difference or textures, the different enlightenment and even, the clues or traces given by other players for the reason that, one thing that indeed forced to interact was that; WoW has a system of communication through chats that cover: the entire server (I was playing a horde character), the guild, individual groups, the section of the map where you were doing the missions and finally, the chats with your friends that inside the game where called: “Whispers.”

Because of that, I learned through trial and error how to make myself clear enough in order to give my readers a comprehensible message and ask simple questions then, I started to be critical about the structure of the game or “aware” of my surroundings because, in World Of Warcraft in mandatory to interact with others in order to, achieve or get the items you were looking for even in Player versus Player (PvP) or Player versus Environment (PvE) games, where I was able to overcome the hurdle, when I least expected it, I was not using any translator at all because, I was understanding everything in terms of reading.

Over the years I spent playing that game, I was able to express myself in simple phrases and sentences in order to, make my message reachable to others and with baby steps I sharpened everything with the only purpose, to build enhance my gear and have even more access to the

different raids and events done by the community of World Of Warcraft but, something bad happened to me, and I think that one is the main reason why my critical thinking was triggered, it was that I got robbed in the game.

Maybe for some of you who are not gamers at all, would not understand the feeling of being robbed in a raid after planning, measuring, being stealth, following all the orders and so on. And at the end, see how the loot gets robbed by a ninja, in World of Warcraft or at least when I used to play it a thief was called a “ninja” this event in fact, made me think about quitting the game because, I remember that the monster dropped an epic piece of gear I was willing to get that I was pursuing badly and all my efforts went to the garbage.

At that point of my life I was so sad that, I left that game in stand by while I was indeed trying to recover from that injury and then, wondering about what to do, I realize that I could report the guy and make his/her account get banned forever, so I went to Blizzard general forums and tried to report my problem with some screenshots and a really broken paragraph in terms of, spelling, punctuation, cohesion, coherence, and so forth, but somehow, I looked for examples or how to do those kind of reports and then, I copied and pasted some of the parts of that text in order to, make my report even more reliable.

Nevertheless, the game masters from Blizzard rejected my post because, they were not able to understand my English properly and, I felt challenged to make that post clear and reliable enough in order to, punish the guys who stole the entire raid loot and I studied for weeks the structures of English language and the different tenses and with some extra help of one of my friends; I finally was able to craft a good piece of text worth enough to be published and at the end, Blizzard accepted my publication and the guys account was banned forever.

All that effort to make that guy pay for what he did increased my English skills and my critical way of thinking. With practice, I was able to understand some parts of the speech, some details of writing, and improve my speaking. Finally, the biggest lesson I learned was to be a little pickier about my raid partners because the investment of time and concentration is too much to leave behind the final reward and leave the things like that. I was too naive and I hit against the wall and the pain woke me into the ache of lucidity.

Overcome that milestone helped me to improve my gaming and my way to interact with other players and only, and just only in that moment, I took the risk to start playing seriously world of Warcraft, and in a time frame of six months or one year I was able to conquer both dimensions the PvP and the PvE getting all the unlimited and most powerful gear back in the day and without, notice my English skills reached another level in terms of, the entire universe of the communicative competence.

Once I crossed that boundary, and I improved my skills as a gamer and my English that was and currently is one of my bridges to other cultures and societies, I became skillful with my character and I started to play for money offering my services as an Elo Booster and for some reason, I was able to make a profit out of it. But I think that if you have a necessity, hurdle, boundary or goal at the end to reach or overcome; that is the precise moment when in fact your entire body focus in that goal, waking up everything inside of you.

One of the possibilities critical thinking has is that you can break something apart and make it easier for you to learn it; that was my experience with English because in other times, I was not even able to comprehend or understand anything at all, but with my commitment and constancy I was able to reach the cross the line and currently, I am using it to cross other boundaries for the reason that, I am playing a brand new game called “League of legends” that



somehow, has the same atmosphere but the interaction, terms, acronyms, playability and strategies is pretty different.

I did not had to learn the approach to the game again, because with my previous experience and being exposed more than five years to World Of Warcraft indeed, made me aware of a lot of details and issues you always have to go through in virtual games in addition, playing League of legends was not at all a huge difference in terms of interaction but the playability was different and even the usage of the codes and the gadgets provided by the game so, I learned all of that or well, I am still learning it because, there are a lot of features I do not used before.

With all that interaction, you step by step learned how to develop and move yourself around the game, all games are different, in my case I prefer to play online games, because of the previous challenge it gives to the users due to the ranking system they usually have and, that a huge milestone every single player should overcome, but it not necessarily something required, I did it because I like to come across challenges that are getting tougher throughout the process and a lot of gamers does the same, so that takes your mind to other settings and requirements.

I know that most of you are skeptical about the fact that indeed, a person could learn to be critical through the development of a videogame but, what they are not having into account is that, when you are buying a game, nowadays you are affording two scenarios: the social facility that within the time could expand until the infinite and the game itself that has the multimodal meaning; sound, image and video working together, making objects and new words comprehensible and repetitive enough in order, to be aware of the signifier of the object, the usage and finally the meaning.

Online video games are platforms of interaction that promote the convergence of different ways of thought, allowing gamers to indeed, stand a point of view, react to events going on outside of the game and finally, take some action according to the issue. And the point, is that in online games or my specific field “MMORPG’s”; you cannot ignore the chat because, back in the day the only way to communicate was through the chat tool provided by the game by default and, then the different voice software’s came out to change the entire atmosphere of gaming.

Basically, video games are the reflection of real societies just with small differentiations in terms of, factions, lore’s, objectives, colors and so forth, the thing is that through the chat back in the day were the only option to interact with other players, leaving you facing situations where your mind had to be always wake up due to, the intensive amount of data and all the possible deals or scams and always react critically about your surroundings; that is the reason why I stand that online video games for second language users; in this case English language, is a demanding activity that, increases your cognitive skills until the hill of the mountain and then, reaching a plateau where you always face new challenges but with the development of the game it turns easier, turning videogames into clusters of learning and interaction.

### **What Do We Understand by Media?**

Since the very beginning of humanity, our species always have had that necessity to communicate, draw and share meaningful details about their way to conceive life and inhabited their own land space that is what we call nowadays culture and folklore, that necessity was created once the first human beings aware of their reality unshackled from the natural world and moved to the universe of ideas.

Nowadays, we have the same necessity to communicate and produce pieces of language because, humans have different structures to share data in this case; mine is English language but, there are several languages out there to use and learn. With, currently what we understand as media is that raw sense of communication took to a completely different level of awareness, where different resources are put together to share a message.

In the old times, everything dealing with culture and tradition was transferred by a line of blood or from the elders to the youth. Once paper was discovered, almost everything was written in those scrolls. Nevertheless, even with that, a great deal of information got lost under the ruthless blade of time. Now we have reinventions of all those ways to communicate the only difference is that now we have it right out of the bath, livestreamed and open to everyone. Today we have radio, newspapers, television, the internet and video games as a new alternative. The purpose of all those mass media resources is to communicate a message dealing with the current issues and problems that a society is experiencing or living in the moment, that is not unknown, the real detail is when those resources are an excuse in order to share, stream, transmit and so forth messages that indeed goes beyond issues and they start to create divergent ways of thought but, do not get me wrong, those divergent ways of thought are a layer of an entire much more complex system.

This layer that we are going to call “critical” is indeed, the one in charge of get people into another levels of cognition and awareness of their realities with that being said, we can spot that there is a brand new player in the game of media, and it is “Video games” believed or not video games are loaded with tons and tons of multimodal media dealing with issues or topics that are sensitive for the society we are facing for example, video games are nowadays, crowded and

filled with huge amounts or excessive quantities of advertisement and messages from different companies and even social propaganda.

Video games are right now one of the most productive, efficient ways to produce an interactive message and share it all over the world, due to the multimodal discourse and the humongous reachability indeed games have, because a person from this times is going to prefer 10 times a Videogame to learn passively than reading because, now we are facing a new scenario where children are more interested in learning through interactive resources than, printed and “boring” sheets of paper that are flat and not entertaining.

For those reasons, I agree that videogames are a big deal because, they are in certain way interactive dictionaries, bridges for people in order to get in touch with other language, an excuse to improve learning and finally and usable, hand able and reachable outlets to plug your mind and get in touch with other realities for the reason that, when you play a game it does not matter, if you are playing it online or offline, you are always going somewhere else but, that “somewhere else” is no longer understand as a different world but an extension of it.

And at the end, that is media a way to conceive and inhabit the world where we are now, a way to spread data directly or even in an indirect way; where human beings could take part of the process knowing that they are aware of, the issues that are happening and they are using them in order to, rebuild their own way of thought, societies and finally, what they think is correct or not, because, that is something really up to human beings, and that is another possibility that actually new games releases provides, aside of the fact, of being flooded with a lot of data due to, the companies and everything, they give you the opportunity of being someone else; bad or good is completely up to you.

Nevertheless, videogames are platform that allows users to communicate and talk about everything in real time, so that gives it a proficient, if you want to call it like that, way to share information all over the place, reaching the gamer that is exposed to all of that during his hours of gaming and even interactions with other members of the game that might be, players from other countries and that gives it a strong power that none other media aside of the internet has.

### **Why we are so reluctant about technology as teachers?**

Maybe we are afraid as teachers to use technology in the classroom because, in the first had most teachers do not receive enough capacitation in order to, use those resources in a meaningful way, they do not feel attracted to use it for the reason that, “it is too complex” or it is a waste of time and finally, they think that technology is their biggest enemy due to, the amount of data and resources available there, Just a click away in distance, the thing is that everything is not what it seems, there has been a lot of studies and research about the “meaningful” usage of technology in the classroom and almost all of them lead to the same path or the same ending.

We are currently in that moment were we as teachers, we are starting to develop the enough awareness about the possible implications and possibilities about the kind of aid that indeed, technology could give us in order to, spark the curiosity in the minds of our future students and even expand and settle some concepts that they do not have really clear at all, look for update data and even exchange some kind of interaction with other academics in the specific field that could in fact, wide their boundaries until other infinities; but that one is the task of the brand new teacher of the twenty one century.

Nevertheless, we should consider also, those difficulties presented by the context of the institution and the resources provided by the government or in other cases, how private

institution are training their teachers to, tech-friendly users and how they take advantage of the internet, how the battle the procrastination or the so call “waste of time”. Everything lays on; in fact, how the teacher is planning in order to, shed some light on the topic and also entertain their students because, we know that a lot of student’s spot when we are improvising.

We cannot be any more reluctant about the usage of technology in the classroom in a worldwide world, nowadays the role of a teacher; is to guide through the process of learning and exposing them to the right fountains of data with the only purpose to, make the process easier, smooth, updated and straight forward to the point. Because, sometimes books and other resources dodge the fact of directness and they tend to create several branches confusing the students and finally, that the type of students who are arriving to the classroom are no longer interested in learning through flat, lineal and black and white sheets of paper because, at some point it becomes overwhelming.

We are now in a different page of history, where the students that are arriving to the classroom are completely from the ones that in fact, went to that scenario one or two centuries ago, but regrettably education set up has not changed at all in years, leaving the school in the possibility to be a time machine and, if we want to break that stereotype we need to make some changes to our classrooms and being more open minded about the idea to manage technology as a bridge to hinge the world we used to know and the one that is indeed coming soon.

Nowadays, children have much more access to smartphones than what it used to be back in the day due to the affordance and even the necessity of the parents to get in touch with them through the different mobile apps. In my own experience as a preservice teacher, I have seen that children feel much more attracted to activities that involves the usage of gadgets and apps than to

regular lectures with mere sheets of paper. Today's students, because of the technological wage; tend to be more auditory, visual, and active than steady, followers of orders and calm.

For those reasons, the teacher is no longer that passive technicians but instead of that, he should be transformative intellectuals; where they indeed could play a significant role changing, transforming, designing, guiding and teaching the new generations with meaningful lesson not only in terms of academic concerns but also, in how to face life and come across the different hurdles that it provides due to, the big impact that in fact, sharing a story with your students could have because, a teacher is not only a designer of knowledge but, a storyteller capable to change lives and take the best out of any of all the students.

We need to start to look for our own way to get in touch with the usage of technology and search for the resources because, if we are just going to stay there complaining without doing anything, we are just going to repeat an everlasting loop over and over again, for the reason that, in fact technology in the classroom with a good aim is a really powerful tool that you ought to the students to use properly because, it is easy to get lost doing any attempt using it, in this case, technology has been bad seen so far, but with the right approach because, there are thousands of educative software out there and information that could be useful for both sides; teachers and students.

### **From a Skillful Gamer to an English and Spanish Teacher.**

Finally, as a shiny ribbon to this paper, I would like to write about that, in the near future we are going to have more gamer teachers out there in the field of pedagogy, because the increasing amount of quality games and affordance of consoles and pc's in order to, play and reproduce this games is increasing really fast, and nowadays more people feel comfortable spending time in a videogame than outside of their cozy environments, also that the brand new

releases or new title of video games are getting more and more entertaining and complex at the same time due to, the aim that society is giving to it as “E-sports”, so down that path and massive euphoria a lot of the guys that indeed now they do not have enough skills, they going to finish somewhere around this place; educating.

Nonetheless, that is not bad at all, gamers minds are settled up in a different way that regular people, as it happened to me once I faced “the teaching reality” of the so call “Teaching nightmare” I realize that in fact, I had much more in common than, I was expecting with my students for the reason that, they were also playing the games I was trying to tackle back in the day so, that at the first time turned in the possibility to approach them and have much more synergy during the classes because, for some reason they were paying more attention to me.

Also, I tend to think that video games somehow, at some point become an universal way to communicate and get in touch with others, moreover my students were also exposed to the possibility to use mobiles, tablets, phablets and so on, with that being said, what I mean is that, in fact when you plan classes using those kind of resources with principal of a healthy competition; they feel excited because, they are not feeling that sensation of being exposed to a flat sheet of paper and boring drillings with a teacher that is only there to; yell and scream at them. Nonetheless, an entertaining class, with the usage of the resources they know how to interact with more than anybody else and, a challenge that they should overcome are the perfect formula to, trigger their minds to other levels of complexity.

It is better to acknowledge that, in this era of technology games are most likely to be, a point of reference in order to, enhance and improve the interaction and way of learning of your students and not only video games also, YouTube and other platform offshore has changed the game of teaching; nowadays children search through the internet and the different resources akin



YouTube, looking for educative, entertainment and replays of their favorite series with that being said, my job as a gamer teacher is to take advantage of that at grind the possible and useful content to ignite their interest in my class.

Technology and (when available) connectivity are meaningful resources if well employed. Students feel motivated to participate and collaborated in debates, workshops, assignments and so on, that in fact involves the topic they like and the one the teacher feels comfortable working with. Obviously, the prospect of teacher to handle a class like this one must be well trained in terms of, the different requirements it takes akin: multimodality, gamification, critical media literacy and critical thinking due to, the fact that if they are not aware of the different responsibilities it takes to work with children and ICT's; it basically is going to be a waste of time because, they are going to get lost walking down this road.

### **Coda**

Technology is happening now, and we as teachers cannot, left behind the entire universe that this gadgets are indeed providing nevertheless, we have to remember that critical media literacy is not only about the fact knowing how to control a device or make presence in the world wide web, we have to expose the generations of the future to be aware of their reality and also how to use those resources in their favor and wisely because, in order to become critical it takes much more than raw words and nonsense paragraphs; indeed it takes a deeper interconnection between the cerebral responses and the cognitive scenarios allowing people to go beyond of just simple pieces of texts, videos, audios and so on.

Gaming teachers nowadays, are going to be a much more common case, in fact it could be a possibility in order to, trigger the curiosity and the interest of the students for the class and

the teacher for the reason that, the hype of gaming is reaching every single time much more consumers and, I foresee that in closer years gamification and the encouragement of the teachers and the students is going be led by those environments of gaming and the expertise of the teacher to acknowledge how to take advantage of those processes without missing the educative path.

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