



KIDS' TECH & GAMING STAGE

Kids Tech' and Gaming

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Oplev en spændende verden af spil, teknologi og digital læring på årets IWDK

Når Danmarks største tech-festival, Internet Week Denmark, afholdes digitalt den 4. – 9. maj sker det med Center for Digital Pædagogik som ansvarlig for festivalens borgerrettede arrangementer. På Kids' Tech and Gaming scenen, kan unge, forældre og fagpersoner forvente en stribe interessante og gratis events om børn og unges forhold til gaming og digitale medier.

Det er umuligt at tale om teknologi uden også at diskutere den måde, den bliver brugt på. Igennem de seneste 16 år har CfDP specialiseret sig i at bruge

digitale medier som rådgivningsværktøj til børn og unge, samt undersøgt og beskrevet den digitale hverdag, de lever i.

Derfor er vi glade for, at de i år kommer til at stå for de borgerrettede arrangementer til Internet Week Denmark, der har slået sig fast som Danmark største festival for IT-teknologi. CfDP's opgave bliver at sætte fokus på børn og unges brug af digitale medier og den indflydelse, smartphones, sociale medier og computerspil har på dem:

“Gaming og esport er et område, som fylder rigtig meget i børn og unges liv – og ikke mindst deres forældres liv. Hen over ugen vil vi primært sætte fokus på glæden, viden og læring i forbindelse med gaming og e-sport, men samtidig også sætte lys på de udfordringer, der kan opstå børn og unge kaster sig ud i fri leg på digitale medier,” siger Anni Marquard fra CfDP.

Et partnerskab, der giver mening

Flere af CfDP's medarbejdere har løbende deltaget i events under IWDK de seneste år, og begge parter ser det nye samarbejde som oplagt og en gevinst for publikum og andre deltagere til festivalen. IT, teknologi og fokus på digital trivsel blandt børn og unge går nemlig hånd i hånd, lyder det fra IWDK's nyslåede direktør Randi Vestergaard:

“CfDP har et specialiseret og mangeårigt kendskab til, hvad der rører sig blandt børn og unge på godt og ondt, når de færdes på nettet. CfDP spiller dermed en helt central rolle i forhold til at klæde børn og unge på til liv præget af digitalisering, og den erfaring er vi glade for at kunne sætte i spil med CfDP som ansvarlig for aktiviteter målrettet netop denne målgruppe under IWDK”

2021 står i gamingens tegn - online, selvfølgelig

Til årets udgave af festivalen er temaet gaming og esport: Hvilke spil er gode, hvad giver spillene børn og unge, og hvad skal man som voksen være opmærksom på, hvis man har en dreng eller en pige, der spiller meget?

For eksempel kan du blive klogere på skins - kosmetiske opgraderinger i computerspil - og den voksende kriminalitet, der følger med, når de bliver stjålet fra børn og unge med store økonomiske og psykologiske følger. Der kommer også events med fokus på esport og de nye, digitale superstjerner, vi har fået i udøvere i de digitale konkurrencer herhjemme. De enkelte events vil foregå på dansk.

På grund af COVID-19's fortsatte greb om samfundet har arrangørerne valgt at flytte hele festivalen online, så alle events og arrangementer kan ses hjemmefra - eller måske fra klassen eller arbejdspladsen. IWDK-holdet har bygget en innovativ platform, der levendegør de digitale oplæg og workshops på en hidtil uset måde.

Du kan finde festivalen og markere din interesse for CfDP's, og andres, events lige her: <https://iwdk.dk>

For english

Experience an exciting world of games, technology and digital learning at this year's IWDK

When Denmark's largest tech festival, Internet Week Denmark, is held digitally on 4 - 9 May, it will take place with the Center for Digital Pædagogik as responsible for the festival's citizen-oriented events. On the Kids 'Tech and Gaming stage, young people, parents and professionals can expect a streak of interesting and free events about children and young people's relationship with gaming and digital media.

It is impossible to talk about technology without also discussing the way it is being used. For the past 16 years, CfDP has specialized in using digital media as a counseling tool for children and young people, as well as researching and describing the digital everyday life in which they live.

Therefore, we are pleased that this year they will be responsible for the citizen-oriented events for IWDK, which has established itself as Denmark's largest festival for IT technology. CfDP's task will be to focus on children and young people's use of digital media and the influence that smartphones, social media and computer games have on them:

"Gaming and esports is an area that fills a lot of the lives of children and young people - and not least the lives of their parents. Throughout the week, we will primarily focus on the joy, knowledge and learning in connection with gaming and e-sports, but at the same time also shed light on the challenges that may arise children and young people throw themselves into free play on digital media," says Anni Marquard from CfDP.

A partnership that makes sense

Several of CfDP's employees have regularly participated in events under IWDK in recent years, and both parties see the new collaboration as obvious and a gain for the audience and other participants in the festival. IT, technology and focus on digital well-being among children and young people go hand in hand, says IWDK's newly appointed director Randi Vestergaard:

“CfDP has a specialized and long-standing knowledge of what moves among children and young people for better or worse when they go online. CfDP thus plays a key role in equipping children and young people for life characterized by digitalisation, and we are pleased to be able to put that experience into play with CfDP as responsible for activities targeted at this particular target group under IWDK ”

2021 stands for gaming - online, of course

For this year's edition of the festival, the theme is gaming and esports: What games are good, what do the games give children and young people, and what should you as an adult be aware of if you have a boy or a girl who plays a lot?

For example, you can become wiser about skins - cosmetic upgrades in computer games - and the growing crime that comes with it being stolen from children and young people with major financial and psychological consequences. There will also be events focusing on esports and the new, digital superstars we have got in athletes in the digital competitions here at home.

Due to COVID-19's continued grip on society, the organizers have chosen to move the entire festival online so that all events and arrangements can be viewed from home - or perhaps from the class or workplace. The IWDK team has built an innovative platform that brings the digital presentations and workshops to life in an unprecedented way.

You can find the festival and mark your interest in CfDP's, and others', events right here: <https://iwdk.dk>

Since 2014, IWDK has been Denmark's leading and most unique tech festival. IWDK is a week of activities related to technology, many of which are created by the local community and festival participants themselves. The festival is a time to celebrate, discuss and debate the direction that technology is taking society with

a focus on answering the question: “How do we keep people first in the digital age?”

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