

What is LFG?

LFG Games is a cutting edge networked gaming centre located in Old Pickering Village. We offer our customers an exciting atmosphere in which to meet friends, play head-to-head against other people in LAN-based, Internet-based and Massively Multiplayer games using the latest in custom built gaming PCs with features beyond what most people get to experience in the home.

Whether your looking for a little excitement with your favorite 1st person combat game online, or planning a full scale invasion of your favorite fantasy world, we offer a safe, clean, monitored environment for your gaming pleasure.

LFG Business Services also provides consulting and other services:

- Wired and wireless LAN design
- Custom PC sales and service
- Local and wide are network management
- Data modeling and design
- Application installation and support
- Provide facilities for training courses or media presentations of up to 20 people
- Access the Internet for browsing, email or downloading
- Work on the Microsoft Office application of your choice
- Produce digital, printed or faxed reports, photos or other media
- Create music and movie CD's and DVD's

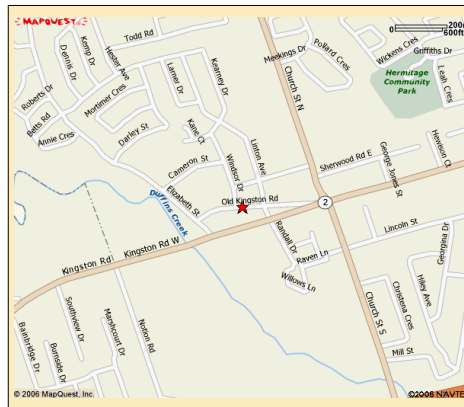
Looking For Group Games

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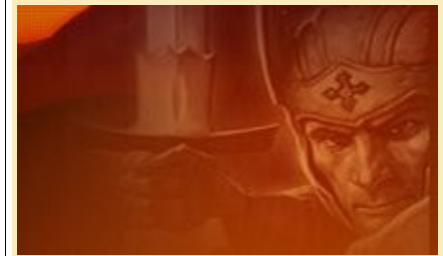
Program Schedule

March Break 2007	March 12-16
July 2007	July 9-13
	July 30-August 3
August 2007	August 13-17
Christmas 2007	TBD



LFG

Where Gamers
Gather



Looking for Group Game's Learning From Games



Holiday Educational Gaming Camp

Looking For Group Games

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Looking for Group Games



What is LFG's Learning From Games?

Learning From Games is an educational camp provided by Looking for Group Games where youths learn the concepts of leadership, teamwork, defining and achieving goals, strategy and tactics while having fun.

No parent wants their kids to just shoot stuff in games. Too often these days, games are seen as a negative thing, yet team sports are viewed as a positive thing. Recognizing that PC based games offer no exercise, they can still offer many of the team and leadership skills of team sports and therefore be a positive influence on youths.

US Federal Court of Appeals Judge Richard Posner noted:

"Many early games were little more than shooting galleries where players were encouraged to blast everything that moved. Many current games are designed to be ethical testing grounds. They allow players to navigate an expansive and open-ended world, make their own choices and witness their consequences."

By using popular PC based games, **Learning From Games** keeps the attending youth's attention and motivation, while LFG's innovative approach provides real-world education in important real-life concepts.

By the end of the camp, each attendee will have learned:

- ◆ How to build a team and assign roles to each team member
- ◆ How to lead a team in defining and achieving goals and objectives
- ◆ Motivating a team
- ◆ Strategic versus tactical thinking
- ◆ Defining a strategy and choosing the appropriate tactics to achieve it
- ◆ Determining and assigning rewards

Learning From Games is divided into 4 modules:

1. Games - Mechanics & Philosophy -2 days \$150
2. Teams - 1 day \$ 75
3. Strategy & Tactics - 1 day \$ 75
4. Rewards & Motivation - 1 day \$ 75

Four Module Special \$325

Each day starts at 9:00am and ends at 5:00pm and includes lunch and an afternoon snack. Please advise of special dietary requirements in advance.

Attendees may be dropped off from 7:30am to 9:00am for an additional fee of \$10. Attendees may be picked up anytime after 5:00pm for an additional \$5 per hour.

Recommended Ages: 12 and up

Games - Mechanics & Philosophy

This module introduces the attendee to the gaming tools to be used in **Learning From Games**, including:

- ◆ Game Genre
- ◆ What Games We Chose & Why
- ◆ Roles within Games
- ◆ Role-play & Character Biographies
- ◆ Single vs. Multi Player
- ◆ Player vs. Player, Team vs. Team, Player vs. Environment, Team vs. Environment
- ◆ Behavior & Gaming Etiquette

Teams

This module introduces the attendee to teams, including:

- ◆ Roles within a Team
- ◆ Team Balance
- ◆ Leading a Team
- ◆ Being a Good Team Member
- ◆ Clans & Guilds
- ◆ Roles within a Guild or Clan
- ◆ Leading a Guild or Clan

Rewards & Motivation

This module introduces the attendee to Rewards & Motivation, including:

- ◆ Types of Rewards in Games
- ◆ Rewards as Motivation
- ◆ Feedback & Its Place in Motivation
- ◆ Motivation Through Leadership
- ◆ End-Game vs. Open-Ended Games

Strategy & Tactics

This module introduces the attendee to Strategy & Tactics, including:

- ◆ Strategic vs. Tactical Thinking
- ◆ Goals & Objectives
- ◆ Determining both Strategies and Tactics for goals and objectives
- ◆ Guild or Clan Strategy

"Players are active problem solvers who do not see mistakes as errors, but as opportunities for improvement. Players search for newer, better solutions to problems and challenges. And they are encouraged to constantly form and test hypotheses"

What Video Games Have to Teach Us About Learning and Literacy

Author James Gee