

Read
NOW!

Issue
04
July 2017

SCROLLER

The media magazine for kids

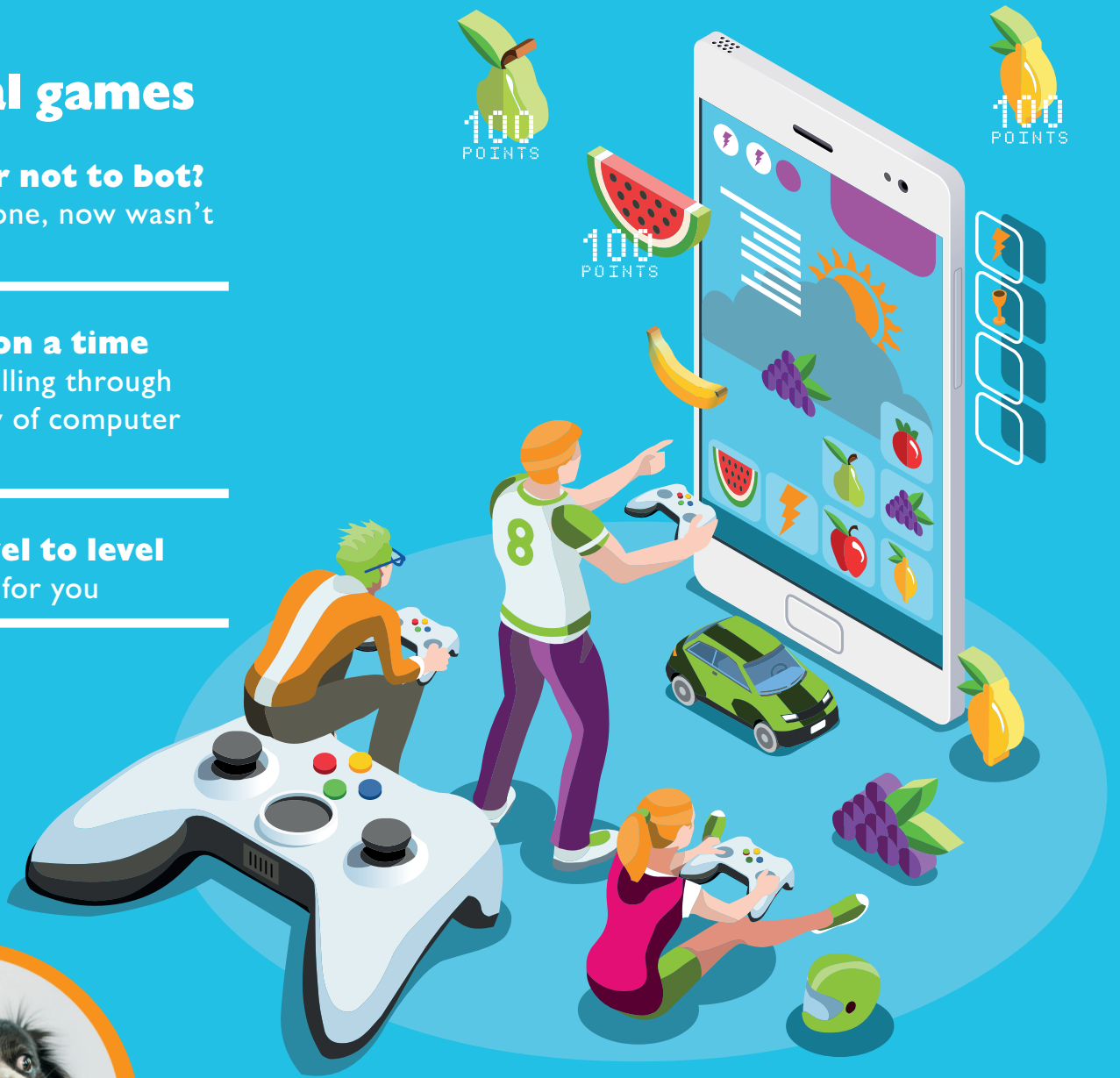
Topic

Digital games

To bot or not to bot?
Damage done, now wasn't that fun?

Once upon a time
Time travelling through the history of computer games

From level to level
Game tips for you



Grab your SCROLLER
The new free children's magazine from Teachtoday

An initiative by 

Meet

Tom and Trixi

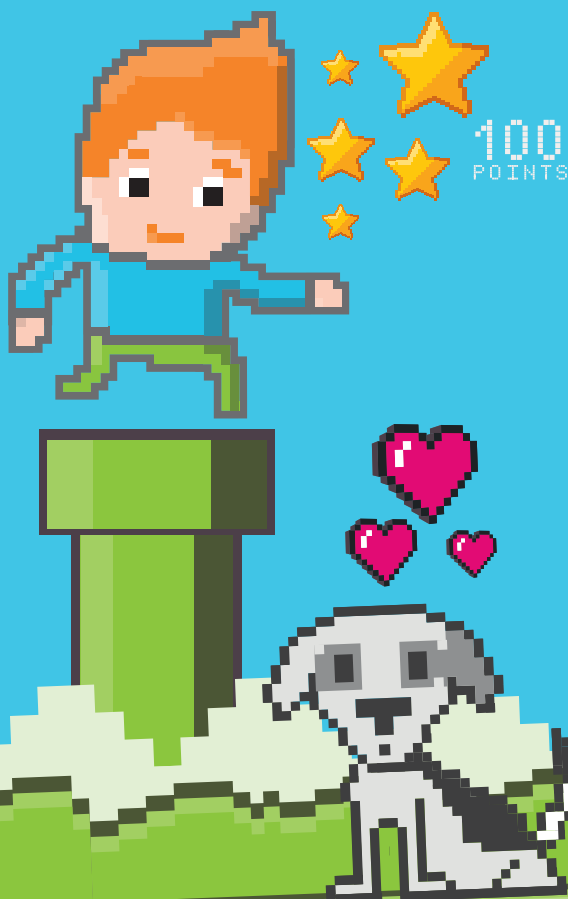
High score! This time around, it's going to be pretty exciting for Tom and Trixi. They're ready with suitcase and console for an adventurous trip through the world of digital games. On a quest for avatars and bots, they'll learn about the beginnings of computer games and explore what kind of magic and fascination is hidden in digital games. Come along and play!

TOM

Tom likes gameplay and knows a lot about the history of digital games. His favorite games are adventure games. No riddle is too difficult for him. He finds the solution with skill and intelligence almost every time.

TRIXI

Trixi loves the kind of digital games that are all about quick reflexes and speed, anything that promises thrills. She likes to take sharp curves in virtual racecars, zipping around the track – of course always with her faithful dog **SCROLLER** as copilot.



ORDER NOW!

Would you like to get **SCROLLER** magazine regularly? Ask your parents if you can send us an email. Don't forget to specify your name and your address. Have fun reading!
Your **SCROLLER** Team

Order now: contact@scroller.de



LET'S PLAY

Do you do your best steering with your thumbs? Do you score virtual goals as your favorite striker? Is your trivia knowledge good enough to beat the bot? That sounds like a fantastic game world! With the 4th issue of SCROLLER, you'll be able to dive even deeper into this magical world, because this time the magazine is all about digital games.

Did you know that ping pong and a half-eaten pizza were the inspiration for some of the very first computer games? Or that Nintendo used to produce playing cards before they made the console? You'll learn all about it and many other interesting things about computer games in this issue.

Tom and Trixi are of course there again and have all kinds of tips to be tough when it comes to computer games, so you don't get hurt and still have fun.

Very well: Eyes wide open and "Start Game"!

Wishing you an exciting trip into the world of digital games,

Annette

Annette Reuter
Project Manager Initiative Teachtoday
Deutsche Telekom AG
Group Corporate Responsibility

CONTENTS

P.4 In demand
To bot or not to bot?

P.6 Did you know?
Time travel

P.8 Well done!
Tips to be tough

P.10 Thought first!
What type are you?



START



IN DEMAND

TO BOT OR NOT TO BOT? THAT IS THE QUESTION ...

Kai:
Oh boy, I can't beat the mission with the fortress. It's just too well secured. I'm getting fed up.

Julian and Kai meet on their way to training and talk about their newest favorite game - "Orc Adventure".

Never heard of a bot? It's a little computer program that plays for me.

Julian:
I had that problem too. Someone gave me the idea to use a bot.

A what???



How does it do that?

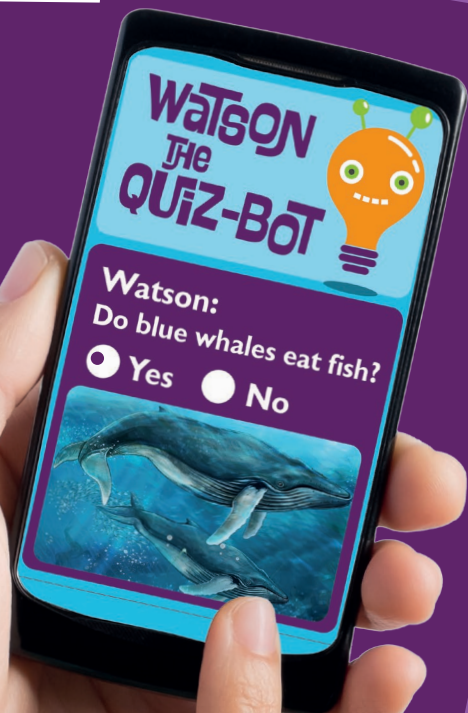
Hmmmm, sounds good.

Well, you use a gamebot that plays for you, but it plays even better. Without doing anything, you complete the mission quickly.



Kai sits at home at his laptop with the game running. He downloads the bot.

Well, let's give this a try...



While he is waiting for the mission to be completed, he grabs his phone and tries out the funny quizbot "Watson".

30 minutes later...

So, let's see if the bot finished the mission.

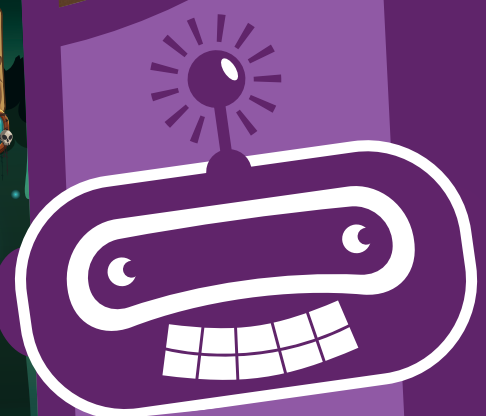
Kai logs back into the game and sees on the screen: "Mission accomplished!"



But what is that ???????
Kai's disappointment is written all over his face. The mission is over, but...

???
OH NO!

Oh no, what is that? What did this *-*-bot do to my avatar? Why does my orc have two long braids and pink armor and a bow? No one can fight with that!!! Now I have to start over from scratch. From now on, I'm not using bots. 🙄🙄🙄



THE END

YEAH
YEAH
YEAH



1972

Magnavox Odyssey

The first home video game console was invented by Ralph H. Baer. This game console allowed people to play together using their televisions for the first time. They could play ping-pong, football and volleyball.



1985



0 2 1

1972



Pong arcade game

This arcade video game was the first product a company called Atari invented. This machine could only play one game: "Pong," a video version of ping-pong.

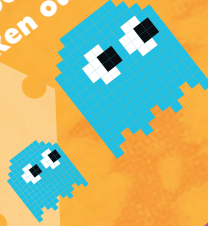


once
upon
a time

1977

Atari 2600

The Atari 2600 was Atari's first console. For the first time, many different games could be played with one machine. A very well-known game was PAC man, the ever-hungry munching ball. It was developed by Tōru Iwatani. The idea came to him by looking at a pizza with a slice taken out.



Nintendo NES

The Nintendo console was sold along with the first "Super Mario Bros." game. Mario, the now famous main character, was always supposed to be an Italian plumber. He first appeared in the 1981 arcade game "Donkey Kong" and was called Jumpman.

1982

Commodore 64

The C64 still holds the record for the best-selling computer in the world. The more than 17,000 different computer games made it so popular.



1989



Game Boy

The Nintendo Game Boy was the first console for on the go. It was sold with the game "Tetris" and remains very successful even today. By the way, Nintendo started off as a game card manufacturer.



Time

2003



N-Gage

When mobile phones started becoming popular, another gaming platform came onto the scene. Nokia's N-Gage was a mix between a console and a mobile telephone — the first phone for playing games.



COMPUTER GAME MUSEUM

The Computer Game Museum in Berlin is Europe's biggest museum dedicated to the history of computer games. There is a lot to discover inside. It's an interesting journey through time where you can also play rare arcade relics.

www.computerspielemuseum.de

WELL DONE!

TIPPS FOR EVERY LEVEL



Games are just great. Whether you play on your phone to pass the time or dive in for a long session on the computer: Games are fun, often exciting and a good way to fight boredom. But there are a couple of things you should definitely pay attention to when playing.



PRIVACY

All your friends are playing that one game. You too? Before downloading any new game, make sure to check what data the app wants to access. For example, no game needs to know exactly where you are.

LEVEL 2

USK
ab
12

AGE LABELS PROTECT!

PEGI 12+ – ever seen this? The age labels from PEGI “entertainment software self-control” is there to help you know if a game is right for you. It protects you from too much violence for example.

LEVEL 1

PLAY TIME ALERT!

One more level! It’s easy to lose track of time when playing a game. Some games take a long time to play to the end. Pay attention to how long you play and take time out to do other fun things.

LEVEL 3



PLAY WITH PARENTS!

Get your parents involved! Show them what you really want to play and tell them all about the games. Explain how to play and challenge them to a match.

LEVEL 4



CHARGE TRAP!

Download this little game – no big deal, it's for free! Beware: Many free games have hidden charges in the form of "in-app" purchases. If you fall into the trap, a free game can get really expensive, really fast.

LEVEL 5



IN A NUTSHELL: IN-APP PURCHASES

Many apps are free or very cheap. Game-makers want to spark your interest and get you to try their app. But the free versions often hide in-app purchases. That means you might have to buy special game items to play past the first levels. Before you download a game app, make sure to check the game description for in-app purchases.

* You can find more tough tips on the SCROLLER website: www.scroller.de/en

THOUGHT FIRST!



WHAT TYPE ARE YOU?

Do you like to play? Have you ever asked yourself why you like some games more than others? Or why you seem to be better at some kinds of games than others? Here you can find out what type of player you are and which kinds of games fit you best!



ONLY CHECK THE BOXES IF THE DESCRIPTION FITS YOU EXACTLY!

A

Level A

Tricky game tasks are easier to solve in a team.

I absolutely want to beat every level.

I like tough competition most of all.

It's fun to figure out everything.

Playing a game alone? Boring!



B

Level B

The more coins, hearts and points I have, the better.

When I play I like to show others what I can do.

I play to spend time with friends.

A game doesn't need any fight scenes to get me excited about it.

I want to see my name at the top of the highscore list.



YOUR RESULT

Enter how often you checked which symbol. The one with the most checkmarks shows you which player type you are.

■ x 👤 = Type 1

■ x 🕒 = Type 2

■ x 🎮 = Type 3

■ x 🏠 = Type 4

TYPE 1: ADVENTURER

You seem to like diving deep into exciting worlds. Solving difficult puzzles is no problem for you. But even during the most engaging adventures, you better watch for how long you have already been playing – you might get lost.

TYPE 2: TEAM PLAYER

It looks like you're a team player through and through. Your gamer buddies would do well to have you at their side. But your other friends should also remain important to you too.

TYPE 3: ACTION GAMER

Level for level – with a lot of endurance and patience you'll beat the game. But don't forget, there's more to this world than just gaming.

TYPE 4: WARRIOR

Fighting and winning – that's your thing. You're in a league of your own. Still, you should be fair with your competitors.

C GAME

Level C

Scenes, characters, hacks... I know all about my games. 👤

I think it's cool to beat the big bad bosses. 🎮

If I don't beat one level today, I'll surely get it tomorrow. 🏠

When others are in trouble I'm glad to help them out. 🕒

I like lots of action and exciting tasks. 🎮

Level D

I show other players what I've accomplished. 🏠

Winning a game together is the best. 🕒

I want to decide for myself how the game will go on. 👤

It feels great to be a hero. 🎮

Fantasy worlds attract me like magic. 👤



CHECK OUT OUR WEBSITE:

WWW.SCROLLER.DE/EN/



TEST YOURSELF!

How good are you at dealing with media? Do you think you know it all? Try our Media Competency Test.

TIPS TO BE TOUGH

With our tough tips, you'll be off to a good start in the digital world. Discover the tips.

OUT AND ABOUT

Our kid reporters are out and about, asking many important questions; and they're getting exciting answers. Have a look!

Imprint:

SCROLLER – the media magazine for children is published by Teachtoday, an initiative by Deutsche Telekom www.teachtoday.de/en/

Publisher: Deutsche Telekom AG
Friedrich-Ebert-Allee 140, 53113 Bonn

Responsible: Barbara Costanzo,
Vice President Group Social Engagement, GSE
Deutsche Telekom AG

Design and implementation:
Helliwood media & education
Marchlewskistr. 27, 10243 Berlin, www.helliwood.de

Editors: Annette Reuter (Deutsche Telekom AG),
Martin Daßinnies, Katja Liebigt, Anja Monz, Natascha Riebel
(Helliwood media & education)

Graphics and typesetting: Marc Doerfert, Christiane Herold

Project office contact: Helliwood media & education,
E-Mail: contact@teachtoday.de

Photo credits: Christian Griebel and Helliwood media & education; shutterstock.com/ Bplanet; S. Hanusch; advent; IkazNarsis; Sean Pavone, mikedray; LTDean; Nikolay; Solidcreature; Art'nLera; Janis Abolins; Mjosedesign; Beresnev; Cressida studio; andik76; Marish; Kateryna A.; VOOK; Thomas Pajot; Nearbirds; Sarawut Padungkwan; Bobnevv; Saint A; ZoneCreative; robuart; topform; Maximilian Laschon; Seregam; Paul Baldie; Bobnevv, Sebestyen Balint; Pincarel; canbedone; gst, mhatzapa; AllAnd; aurielaki; FreddEP; Radiocat

Printing: vierC print+mediafabrik GmbH&Co.KG, Berlin

Print run: 1,500

It should be noted that no responsibility is taken for correctness of the information appearing here; despite thorough editing, the publishers relinquish liability.

