

EDUCATIONAL GAMING COMMONS

EQUILLE V. WILLIAMS

TRT 1:30

THE EDUCATIONAL GAMING COMMONS WAS BUILT WITH THE INTENT OF BRINGING TOGETHER FACULTY, STAFF AND STUDENTS CURRENTLY IN GAMING, AND PROVIDING A PLACE FOR THEM TO SHARE RESOURCES, IDEAS, AND INFORMATION FREELY. THE COMMONS ALSO PROVIDE A PLACE FOR STUDENTS TO GET AWAY FROM THE RIGORS OF A LONG SCHOOL DAY. SOPHOMORE EVAN HILL USES HIS TIME AT THE EGC TO DO JUST THAT.

(EGC SOT #1)

“CLASS CAN BE PRETTY STRESSFUL AND ALL SOMETIMES. AND PERSONALLY, I LOVE TO PLAY VIDEO GAMES TO TRY AND RELIEVE THAT SO COMING HERE TO THE GAMING COMMONS IS PERFECT BECAUSE YOU GET TO MEET UP WITH YOUR FRIENDS, PLAY SOME GAMES, RELIEVE SOME STRESS AND JUST HAVE A GOOD TIME.”

THE FACILITY HOUSES THE PLAYSTATION 3, X-BOX 360, AND WII GAMING CONSOLES, AS WELL AS LARGE FLAT SCREEN TELEVISIONS TO PLAY THEM ON. THERE ARE ALSO SEVERAL COMPUTERS WITH LARGE GAMING CAPACITIES AND THE ABILITY TO CREATE GAMES AS WELL. FRESHMAN HENRY FOX GETS DUAL USAGE OUT OF THE COMMONS AREA AS A GAMER AND AS A GAME DESIGNER.

(EGC SOT #2)

“WHEN I FIRST GOT HERE, I SAW ON THE SIGN EGC, EDUCATIONAL GAMING COMMONS. I’VE ALWAYS BEEN A GAMER. I EVEN DEVELOPED MY OWN FLASH GAMES FOR THE INTERNET. AND ME AND MY FRIENDS, WE CAME DOWN HERE RANDOMLY, AND JUST SAW THAT IT WAS A PRETTY COOL PLACE, IT WAS NICE AND COOL, AND BIG TVs. YOU GET ALL THE CONSOLES AND THE COMPUTERS ARE REALLY NICE TOO.”

THE COMMONS ARE A GREAT WAY FOR STUDENTS TO RELAX AND GET AWAY FROM EVERYDAY STRESSES. TEACHERS CAN ALSO USE THE COMMONS AS WAY TO INTERACTIVELY INSTRUCT THEIR STUDENTS. I'M EQUILLE WILLIAMS, REPORTING FOR COMRADIO.