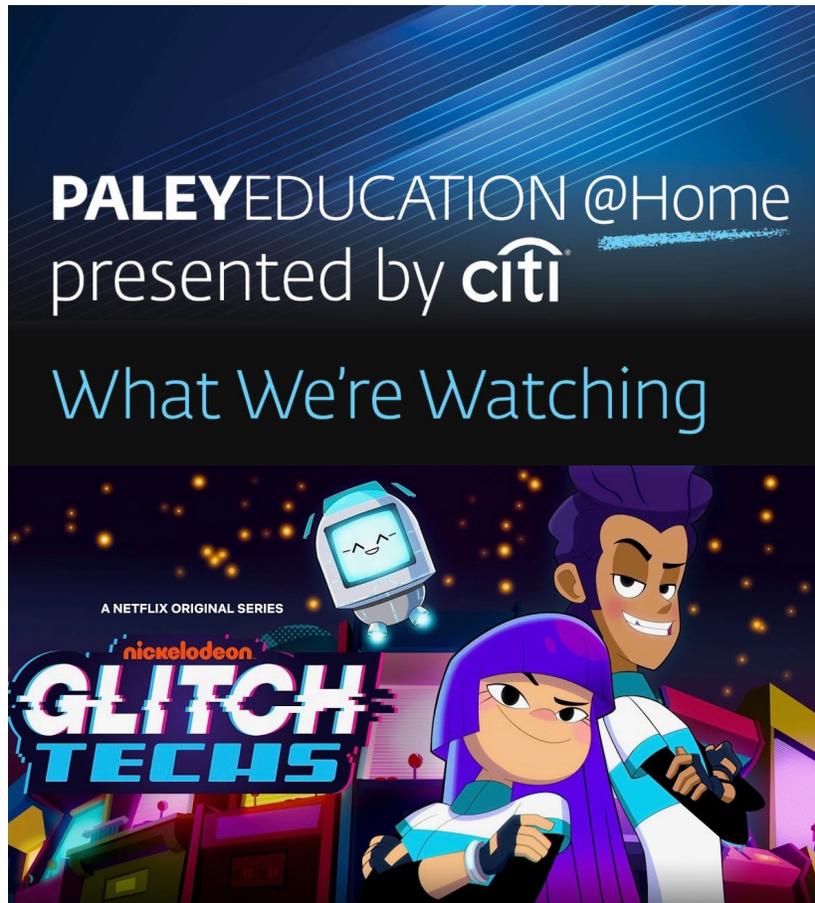


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THE PALEY CENTER FOR MEDIA



Greetings from The Paley Center for Media's Education Department!

Welcome to the latest installment of "What We're Watching." Twice a month the education department reaches out to the community with tips and ideas for consuming media with kids by highlighting different themes that connect to two selected programs, one for younger viewers and one for older viewers, each with related activities and resources.

Watching media alongside your kids is a perfect jumping-off point to making media literacy a part of your everyday lives. Familiarizing yourself with the basics is a great first step. You can [view our first newsletter about media literacy best practices archived here](#). We also recommend the [National Association for Media Literacy Education's Parents Guide](#)—it's a terrific

introduction!

What We're Watching: Gamers & Cosplayers—Superheroes of the Asian Diaspora

Young people have role-played, cosplayed, game-played, and learned through play all their lives. Play is the trade, the industry, the livelihood of childhood. It is where children do their work. However, when role-plays unveil stories in which youth of color don't see their tone, their color, their identities realized in a hero, a protagonist, a champion for justice, then a deep injustice is done to our children. Continuing our celebration of Asian American heritage, we highlight two programs that feature young people of East and South Asian ancestry that struggle with the wounds of adolescence while wielding strange and exceptional powers to save a world that is not always accepting of them.

This Week's Recommendations for Younger Viewers

Glitch Techs: "The Glitch Modder" (2020)

Recommended for Grades 3+

Available on Netflix

The superhero spotlight shines brightly on gamer nerds in this rollicking and fast-paced animation series. A diverse cast of young teenagers, led by Miko "Me-K.O." Kubota and Hector "(High) Five" Nieves, fight computer glitches that materialize into live videogame monsters that wreak havoc on the physical world. Working at a videogame store, a front for the top secret Glitch Tech teams, Miko and Five contend with Ridley, a "modder," who modifies computer hardware and software to create high-level glitches that prove her savvy skills. Thinking she has found a kindred spirit in Miko, a self-described weirdo, Ridley is dismayed learning Miko is a Glitch Tech and eradicates glitches. Modifying the code of her glitches, Ridley can fend off any attack by Miko and Five but when her Kitty-Dragon glitch becomes uncontrollable, Ridley adjusts her code so the Glitch Techs can stop the rampant bug. Once again, the Glitch Techs save the day even as they fall short of bringing a skilled recruit to the team. For the time being, that is.

Viewing Questions

- What kind of personality would you say Miko has? How does her personality compare to her partner Five?
- Why does Mitch say that Miko is weird? What unique power does she have that other Glitch Team members do not? Why do you think being different can sometimes be seen as being weird?
- Why does Ridley say that Miko and her are similar?
- How is a modder different than a Glitch Tech? What is the job or purpose of each of these?
- Why does Miko think that Ridley would be a good member of the Glitch

Tech team?

- What is Ridley's response about joining the Glitch Tech team?
- This is the first episode of the second season, do you think Ridley will eventually become a Glitch Tech? Why or why not?

Additional Resources

[Girls Make Games](#): a series of summer camps, workshops and game jams designed to inspire the next generation of designers, creators, and engineers.

[Games for Change](#) provides support and resources for creating games for social change.

Read

[Glitch Techs: The Power of Friendship and Collaboration On and Off Screen](#)

[The Legend of Auntie Po by Shing Yin Khor](#)

[Secret Identities: The Asian American Superhero Anthology](#), edited by Jeff Yang, Parry Shen, Keith Chow and Jerry Ma

Listen

[Glitch Tech podcast](#)

Watch

[Wreck-It Ralph \(2012\)](#)

[Ralph Breaks the Internet \(2018\)](#)



This Week's Recommendations for Older Viewers

Ms. Marvel: "Generation Why" (2022)

Recommended for Grades 9+

Available on Disney+

From the moment the familiar Marvel Studios opening animation transforms into a handmade, cut-and-paste cartoon, narrated by a young teenage girl, we know we're in for an extraordinary experience with a very special hero. Art, music, fashion, food, and language widen the cinematic world of this beautiful and creative series, a love letter to the powerful brown girls sharing their passion and vision through pencil doodles and YouTube channels. Kamala Khan, a Pakistani-American high schooler from Jersey City, and a fierce Ms. Marvel fan, conspires with her friend, inventor-genius, and fellow "weirdo" Bruno, to attend AvengerCon, a gathering of enthusiastic devotees to the Marvel superhero team. Her nemesis in this struggle: her mother, who chides with the overbearing love of an immigrant parent, reinvigorating the mother-daughter conflict story within a South Asian experience. Escaping parental constraints, Kamala and Bruno sneak off to AvengerCon where Kamala enters the Ms. Marvel cosplay contest wearing a magical bangle from her grandmother. Shocked by the power to unleash crystallized energy from her bangled arm, Kamala creates chaos at the convention but also uses her superpowers to save a classmate. Back home, she finds her mother waiting for her. Feeling betrayed and burning with a quiet anger, she confronts her disobedient daughter, asking Kamala if she wants to be good like she was raised to be or "this cosmic head-in-the-clouds person?" After her mother leaves, Kamala lies back in her bed, awed by her new superpower. "Cosmic," she gleefully replies.

Viewing Questions

- How would you describe Kamala Khan and her relationship with her mother, father, and older brother? Are traditional gender stereotypes apparent in the Khan household? If so, what are they?
- In high school, what kind of student is Kamala? How does she interact or socialize with her classmates?
- When a gossipy aunt talks about a young woman who defers marriage to travel through Europe and "discover herself," what is the response of Kamala's mother and the aunt? What is Kamala's response? Why do you think their beliefs may be dissimilar?
- To attend AvengerCon, Kamala must comply with special conditions her mother has imposed. What are they? And what is Kamala's response to these preconditions?
- Discouraged and insecure, Kamala confides to Bruno, "let's be honest, it's not really the brown girls from Jersey City who save the world." How does Bruno respond? What does he give her to demonstrate that he believes in her? What unspoken feelings might these two friends have for one another?
- At AvengerCon, what happens to Kamala when she puts on the magic bangle? How does she respond to her newly acquired powers? How do other AvengerCon participants react?
- When Kamala's mother confronts her about sneaking off to AvengerCon saying, "I'm trying to protect you from yourself. I've seen what happens when people get obsessed with their fantasies." What do you think she means?
- After the credits, an unknown government or law enforcement figure shows cell phone video of Kamala at AvengerCon to their superior who

says, "Bring her in." Who do you think these people are? And why do they want Kamala?

Additional Resources

Read

[Ms. Marvel, Volume 1: No Normal](#)

[Ms. Marvel, Volume 2: Generation Why](#)

Watch

Watch a special Paley Center event featuring the star and creators of *Ms. Marvel* that took place in June 2022, with Sana Amanat, Sharmeen Obaid-Chinoy, Iman Vellani, and Zenobia Shroff

As always, if you have any questions, thoughts, or ideas, don't hesitate to reach out to us at eduny@paleycenter.org.

Happy viewing,

Rebekah Fisk
Director of Education

Carlos Pareja
Manager of Education

Photos—*Glitch Techs*: Nickelodeon and Netflix; *Ms. Marvel*: The Walt Disney Company



Girls Make Games Design Workshop

Saturday, June 3, 2023

10:30 am – 12:00 pm

The Paley Museum, Goodson Theater, 25 W 52 Street, NYC

Get ready to enter the exciting world of game development with the Paley Center's Girls Make Games Design Workshop! Designed for girls and nonbinary students between the ages of 11 and 14, this hour-and-a-half workshop will give young people the opportunity to guide the instructor using the professional game engine called Unreal Engine, created by the makers of *Fortnite*, and use interactive prompts to help design their game. This workshop includes a presentation about game development and design alongside a live demo. This unique opportunity will inspire students to become the next generation of game developers and designers.

NOTE: This complimentary event is open to girls and nonbinary students, ages 11-14, who are students in any tristate DOE school.

Note: All participants of the workshop will have access to [PaleyGX](#) to inspire their gaming minds!

Events and participants are subject to change.

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