STEAM-ᖑᔪᖅ ᐊᑐᖅᑕᐅᔪᓐᓇᖅᑐᑦ ᐃᓕᓴᐃᔨᓄᑦ ᖃᕆᓴᐅᓯᒃᑯᑦ ᓄᓇᕐᔪᐊᕐᒥ ᐅᐱᕆᖕᒑᒃᑯᑦ 2021 ᐧᓴᖅᑭᑕᐅᔪᖅ 3

ROOT & STEM

ᖃᓄᐃᒻᒪᑦ ᐱᒻᒪᕆᐅᙱᓚᖏᓛᑕ ᐱᙳᐊᕈᑏᑦ

ᑕᐃᓯᐅᔪᖅ COYOTE & CROW-ᒥᑦ

ᐲᓯᐃᓂᖅ ᐃᓄᙳᐊᖏᓐᓂᑦ ᐱᙳᐊᕈᑎᓂᑦ

ᓴᓐᖏᓂᖃᕐᓂᖅ ᐱᙳᐊᕈᑎᓄᑦ

7-ᖑᔪᑦ ᖃᐅᔨᒪᓖᖑᔪᑦ ᐱᙳᐊᕈᑎᓂᑦ ᐊᒻᒪ ᐃᓕᓐᓂᐊᕐᓂᕐᒥᑦ

ᐅᓯᖅᑲᖏᓂᐊᕐᕕᖏᓄᑦ ᐱᙳᐊᕈᑎ

ᐃᓕᓐᓂᐊᖅᑎᑦᑎᓂᖅ ᑲᔪᓯᔪᓐᓇᑦᑎᐊᖅᑐᓂᒃ ᐅᓯᖅᑲᖏᓂᐊᖅᑐᓕᕆᓂᕐᒧᑦ

+ ᐃᓚᖃᖅᓱᑎᒃ ᑎᑎᕋᒐᕐᓂᑦ ᐅᖃᓕᒫᓂᑦ, ᐱᙳᐊᒐᒃᓴᓂᑦ ᐊᒻᒪ 10-ᖑᔪᓂᑦ ᒪᒃᐱᕐᖓᓕᖓᓂᑦ ᐃᓕᓐᓂᐊᕈᑎᒃᓴᓂᑦ ᐊᑐᕈᓐᓇᖅᑐᓂᕋ!

ᐃᓕᓐᓂᐊᕐᓂᖅ

ᑭᒃᑲᖅᑐᐃᓃᑦ

ᐃᑲᔫᑎᒃᓯᑦ

ᓴᓇᔭᐅᓂᖓ

ᑲᔪᖏᖅᓯᐃᔪᓕᓇᔩᑦ

ᓴᓈᒃᓯᑦ

ᐱᙳᐊᑉ ᐊᐅᓚᓂᓇᔭᖓ

ᐱᙳᐊᒃᑯᑦ ᒪᓕᒃᐸᒃᐳᑦ ᐊᐅᓚᓂᓇᔭᒥᖕᓂᑦ ᐋᖅᑭᒃᓯᒪᔪᒥᑦ ᐃᑲᔪᖅᑐᐃᓪᓗᑎᒃ ᐃᓄᖕᓂᑦ ᐃᓕᓐᓂᐊᖅᑐᓄᑦ ᐊᑐᕐᓂᖃᖅᖢᑎᒃ ᑖᔅᓯᒥᖓ ᖃᐅᔨᓴᖅᑐᓕᓇᓂᕐᒥᑦ, ᖃᓇᓴᐅᔭᓕᐱᓂᕐᒥᑦ, ᐋᖅᑭᒃᓱᐃᓂᕐᒥᑦ, ᓴᓇᙳᐊᕐᓂᕐᒥᑦ, ᓈᓴᐅᓯᕆᓂᕐᒥᑦᐃᓕᓐᓂᐊᕐᓂᕐᒥᑦ. ᐱᓇᔪᐃᓐᓇᕈᒪᕗᒍᑦ ᐊᑐᕈᑎᒃᓴᖏᓐᓂᑦ ᐃᓕᓐᓂᐊᖅᑎᑦᑎᔨᓄᑦ ᐊᒻᒪ ᐃᓕᓐᓂᐊᖅᑎᓄᑦ ᐱᓇᔪᒍᓐᓇᕐᑯᓪᓗᒋᑦ ᐊᒻᒪ ᐃᑲᔪᖅᑐᕐᓗᒋᑦ ᑕᐃᒪᙵᑦ.

ᑐᑭᓯᒃᑲᓐᓂᕈᒪᒍᕕᑦ ᐊᑐᕐᓂᓇᕙᒃᑕᑦᑎᓐᓂᑦ, ᐅᕗᙵᕈᓐᓇᖅᐳᑎᑦ ᖃᓇᓴᐅᔭᒃᑯᑦ ᐃᑭᐊᖅᑭᕕᐊᒍᑦ ᐅᕙᓂ

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ᐃᓗᓕᖏᑦ

5 ᖃᐃᖁᔭᐅᓯᒪᔫᑉ ᑎᑎᕋᖅᑕᖕᒐ: ᐱᓐᖑᐊᒐᒃᓴᖅ ᑮᓇᕐᓂᑦ
ᑎᑎᕋᖅᑐᖅ ᔫᓐ ᕈᒥᕈ

6 ᓴᖅᑮᔭᖅᑎᑕᐅᔪᑦ ᑐᓂᓯᔪᑦ

(STEAM–ᖑᔪᖅ) ᖃᐅᔨᓴᖅᑐᓕᕆᓂᖅ, ᖃᕆᓴᐅᔭᓕᕆᓂᖅ, ᐋᖅᑭᒃᓱᐃᓂᖅ, ᓴᓇᙳᐊᕐᓂᖅ, ᓈᓴᐅᓯᕆᓂᖅ ᐊᕙᑎᑦᑎᓐᓂᑦ

ᐅᓂᒃᑳᑦ STEAM–ᖑᔪᒥᑦ ᑲᓇᑕᓕᒫᒥᑦ

7 ᓄᓇᒥ: ᐃᓄᐃᑦ-ᐱᔪᒪᓕᖅᑎᑕᐅᔪᑦ ᕿᕗᑉ ᖄᖓᓄᑦ ᐱᙳᐊᕈᑎ
ᑎᑎᕋᖅᑐᖅ ᓯᓕᕝ ᕉᓐ ᑭᐊᓐ

9 ᐱᔪᓐᓇᕐᓂᖅ ᐊᖏᖅᑕᐅᖏᑦᑐᖅ: ᕿᓂᕐᓂᖅ ᐱᐅᓂᖅᓴᒥᑦ ᖃᕆᓴᐅᔭᒃᑰᕈᓐᓇᐅᑎᒥᑦ ᐅᖓᓯᒃᑐᓂᑦ ᓄᓇᓕᖕᓂᑦ ᐊᒻᒪ ᓄᓇᓕᕋᑖᖑᓂᖅᓴᓄᑦ
ᑎᑎᕋᖅᑐᖅ ᐋᒫ ᑳᓐ

10 ᐱᐅᓯᕆᔭᐅᕙᓚᐅᖅᑐᓂᑦ ᐅᑎᖅᑎᑕᐅᓃᑦ: ᑕᐃᔭᐅᔪᖅ Coyote & Crow–ᒥᑦ ᐲᔭᐃᓂᖅ ᐃᓄᓐᖑᐊᖏᓐᓂᑦ ᐱᓐᖑᐊᕈᑎᓂᑦ ᐊᓯᒋᖅᑰᕗᙱᑕᖕᒐ
ᑎᑎᕋᖅᑐᖅ ᑭᒻ ᕗᐃᓗ

ᓄᓇᓕᖕᓂᑦ ᑕᑯᒃᓴᐅᑎᑦᑎᓂᖅ

12 ᖁᕕᐊᓱᑦᑎᐊᖅᐳᑦ: ᐱᓕᕆᐊᖃᖅᑎᑦᑎᓪᓗᑕ ᓄᓇᕗᑦ ᓄᓇᖁᐊᕐᒥᑦ ᐱᓐᖑᐊᕐᓂᒃᑯᑦ
ᑎᑎᕋᖅᑐᖅ ᔭᐃᒥ ᓯᑏᔪᓪ

ᓇᓗᓇᐃᕈᑎᓕᐅᕐᓂᖅ STEAM–ᖑᔪᒥᑦ

ᖃᐅᔨᒪᔭᒥᓂᒃ ᑐᓴᖅᑎᑦᑎᓂᖅ ᓴᓐᖏᓕᖅᑎᑦᑎᓂᕐᒧᑦ ᖃᕆᓴᐅᔭᓕᕆᓂᕐᒧᑦ

14 ᑕᕐᕋᓕᐅᖅᑕᐅᓯᒪᔪᖅ ᓯᕗᓂᒃᓴᖅ: ᕿᓂᕐᓂᖅ ᐱᔪᓐᓇᕐᓂᖏᓐᓂᒃ ᐃᒐᓖᒃᑯᑦ ᑕᕐᕋᓕᐅᖅᑕᐅᓯᒪᔪᖅ ᑕᑯᒃᓴᐅᑎᑦᑎᓂᖅ
ᒪᐃᑯᓪ ᑳᑐ–ᐊᕐᓪᑦ

18 ᐊᑐᕐᓗᓂ ᐅᒃᑯᐃᖓᔪᒥᑦ ᓈᓚᐅᒻᒥᑦ ᖃᕆᓴᐅᔮᑦᑐᒥᑦ ᐊᑐᖅᑎᑦᑎᑦᑎᐊᒃᑲᓐᓂᕐᓂᕐᒥᑦ ᐃᓕᓐᓂᐊᖅᑕᐅᔫᒃᓴᓂᑦ
ᐹᕌᓐᑕᓐ ᐸᓂ

ᖑᔪᒥᑦ ᐋᖅᑭᒃᓱᐃᔩᑦ

Tales-ᖑᔪᒥᑦ ᖃᕆᓴᐅᔭᓕᕆᕝᕕᖕᒥᑦ

20 ᑕᐃᔭᐅᔪᖅ Algonquin–ᒥᑦ ᓯᓚᑦᑐᖅᓴᕝᕕᒃ ᐃᓚᐅᓕᖅᐳᖅ ᓴᓇᔪᒧᑦ ᓅᑦᑕᕐᓂᕐᒧᑦ
ᓯᐅᕋᓐ ᐊᔅᓯᐊᒃ

ᑎᑎᕋᒐᑦ

30 “ᐅᕙᑦᑎᑐᑦ”
ᑰᓪ ᐹᓪᓴ

STEAM–ᖑᔪᒥᑦ

ᐱᓐᖑᐊᒐᒃᓴᑦ ᐊᒻᒪ ᐱᓕᕆᐊᒃᓴᑦ

40 ᑕᐅᑐᙱᐊᕐᓂᖅ ᓄᓇᕐᔪᐊᓂᑦ ᖃᓄᐃᑦᑑᓂᖏᓐᓂᓪᓗ
ᓚᓂ ᓕᔅᓯᓐᑰ

ᓴᖅᑮᔭᖅᑎᑕᐅᔪᖅ

22 ᐱᙳᐊᕈᑎᒋᔭᐃᑦ: ᖃᓄᖅ ᐱᙳᐊᒐᒃᓴᑦ ᐱᔪᓐᓇᕐᓂᖅᑖᖅᑎᑦᑎᕗᖅᒪᖔᑕ ᐃᓕᓐᓂᐊᓕᕆᖅᑐᓂᒃ ᐃᓕᓐᓂᐊᕈᑎᓕᖕᓄᑦ 12-ᒧᑦ ᑎᑭᓪᓗᒍ
ᐋᓕᓴᓐ ᐸᒥᓐᑕ

ᓴᖅᑮᔭᖅᑎᑕᐅᔪᖅ

34 ᑲᔪᓰᓐᓇᕈᓐᓇᕐᓂᕐᒧᑦ Cubed-ᖑᔪᖅ: New Brunswick–ᒥᑦᐃᓕᓐᓂᐊᖅᑎᑦᑎᔾᔪᑦ ᑕᓯᐅᖅᑏᑦ Minecraft–ᒥᑦ STEAM–ᖑᔪᒧᑦ ᐊᐅᓚᑕᐅᔪᖅ
ᓯᐅᕋᓐ ᐊᔅᓯᐊᒃ

ᐃᓕᓐᓂᐊᖅᑎᑦᑎᔨᓄᑦ ᐃᑲᔫᑎᒃᓴᑦ

39 ᖃᕆᓴᐅᔭᒃᑰᖓᔪᑦ
ᐊᑦᑕᑕᕝᕕᒃᓴᒃᑲᓐᓃᑦ ᐃᓗᓕᖏᓐᓄᑦ ᖃᕆᓴᐅᔭᒃᑯᓪᓗ ᐃᑲᔫᑎᒃᓴᑦ

42 ᐃᓕᓴᐃᔨᓄᑦ ᐊᑐᖅᑕᐅᔪᓐᓇᖅᑐᑦ
ᐱᐅᓪ ᑲᕋᔫ

ROOT & STEM

ᐱᓐᖑᐊᑉ ᒥᒃᓵᓄᑦ

ᑖᒃᑯᐊ ᐱᓐᖑᐊᖅ ᑲᑐᔾᔨᖃᑎᒌᑦ, ᑮᓇᐅᔭᓕᐅᕈᑎᖃᕋᓱᒃᑭᕐᓗᑎᒃ ᑲᑐᔾᔨᖃᑎᒌᑦ, ᑎᒥᖓᓪᓗᖅᑎᑦᑎᓪᓗᑎᒃ ᐊᑐᖅᓱᑎᒃ ᖃᓄᐃᓯᐅᔭᓕᕆᓂᕐᒥᑦ, ᖃᕋᓴᐅᔭᓕᕆᓂᕐᒥᑦ, ᐋᖅᑭᒃᓱᐃᓂᕐᒥᑦ, ᓴᓇᙳᐊᕐᓂᕐᒥᑦ, ᓈᓴᐅᓯᕆᓂᕐᒥᑦ ᐊᔾᔮᕆᑦᑑᓪᓗᓂ ᐃᓕᓐᓂᐊᖅᑎᑦᑎᓂᕐᒥᑦ ᐊᑐᖅᑕᐅᔪᓐᓇᖅᑐᑦ ᐊᑐᕈᑎᒃᑲᖅᓱᑎᒃ ᐅᓂᒃᑳᖅᑐᐊᕐᓂᒃᑯᑦ, ᑎᒥᒃᑯᑦ ᖃᓄᐃᖏᑦᑎᐊᕐᓂᒃᑯᑦ, ᖃᓄᐃᖏᑦᑎᐊᕐᓂᒃᑯᑦ, ᐊᒻᒪ ᐱᕈᖅᐸᓪᓕᐊᑦᑎᐊᕐᓂᒃᑯᑦ ᓄᓇᓕᖃᑖᕐᒍᓂᖅᓴᓄᑦ ᐊᒻᒪ ᓄᓇᓕᖕᓄᑦ ᐅᖓᓯᒋᔭᐅᔪᓄᑦ. ᐱᔾᔪᑎᐊ, ᑖᒃᑯᐊ ᐱᓐᖑᐊᒃᑯᑦ ᐱᒻᒪᕆᐅᒍᓱᒃᐳᑦ ᐊᔾᔨᒌᖕᒋᕈᓃᔭᖅᑐᓂᑦ ᐊᒻᒪ ᓴᖅᑭᑦᑎᓗᑎᒃ ᐱᓕᕆᐊᖑᔪᓐᓇᖅᑐᓂᑦ ᐊᔪᕈᓐᓃᖅᓴᐃᓗᑎᒃ ᐃᓄᓕᒫᓄᑦ.

ᖃᕆᓴᐅᔭᓕᕆᓂᒃᑯᑦ

ᖃᕆᓴᐅᔭᒃᑯᑦ ᖃᐅᔨᓴᕐᓂᖅ ᐃᓕᓐᓂᐊᕐᓂᖅ ᓇᓄᓇᐃᒃᑯᑕᓕᕆᓂᑐᐃᓐᓇᐅᓐᖏᓚᖅ. ᐊᑕᖏᑦᑎᐊᖅᑐᓂᑦ ᐊᑐᕐᓂᖅᖢᖅ ᐃᓚᖅᖢᑎᒃ ᐃᓕᓐᓂᐊᕐᓂᕐᒥᑦ ᐊᒻᒪ ᐊᔪᖏᓐᓂᕆᔭᐅᔪᓂᑦ ᐊᑐᕐᓂᐅᔪᓂᑦ ᓇᓄᓇᐃᖅᓯᒪᔪᓂᑦ ᐊᑖᓂ. ᐅᔾᔨᕈᓯᒋᐊᕐᓗᑎᑦ ᓇᓄᓇᐃᒃᑕᖏᓐᓂᑦ ᐅᕐᑲᓕᒫᑉ ᐃᓱᖏᓐᓂᑦ ᐃᓕᓐᓂᐊᕐᒐᒃᓴᐅᔪᓂᑦ ᐊᑕᔪᑦ. ᓇᓄᓇᐃᕈᑖ: ᐃᓕᓐᓂᐊᕐᓂᖅ ᖃᕆᓴᐅᔭᓕᕆᓂᕐᓂᑦ ᓯᓚᕐᔪᐊᒥᑦ: ᐊᑐᕐᓂᐅᔪᑦ ᑲᓇᑕᒥᑦ ᐃᓕᓐᓂᐊᓕᕝᕖᑦᑐᓄᑦ–12–ᒧᑦ ᕿᑦᑎᖕᓂᓕᖕᓄᑦ ᖃᕆᓴᐅᔭᓕᕆᓂᖅ ᖃᐅᔨᓴᖅᑐᓕᕆᓂᕐᒧᑦ ᐃᓕᓐᓂᐊᖅᑕᐅᔪᒃᓴᑦ ᐋᖅᑭᒃᓯᒪᓂᖏᑦ. 2022. ᖃᕆᓴᐅᔭᒃᑯᑦ ᑕᑯᒋᐊᕐᕕᒃ *k12csframework.ca*

ᓇᓄᓇᐃᒃᑕᓕᕆᓂᖅ ᐱᓕᕆᐊᒃᓴᓄᓪᓗ

ᖃᕆᓴᐅᔭᓕᕆᓂᖅ ᐊᒻᒪ ᑐᓴᐅᒪᖃᑎᒌᖕᓂᖅ

ᑎᑎᕋᖅᓯᒪᔪᑦ ᖃᐅᔨᓴᖅᑕᐅᓂᑯᐃᑦ

ᖃᕆᓴᐅᔭᐃᑦ ᐊᒻᒪ ᐃᓅᖃᑎᒌᑦ

ᓴᓇᓯᒪᓂᖓ

ᑖᒃᑯᐊ ᐱᓐᖑᐊᖅ ᑲᑐᔾᔨᖃᑎᒌᑦ ᓇᓄᓇᐃᖅᓯᕗᑦ ᐃᑲᔪᖅᑕᐅᓂᐅᔪᒥᑦ ᒐᕙᒪᒃᑯᑦ ᑲᓇᑕᒥᑦ ᐱᓕᕆᐊᖑᕙᓪᓕᐊᔪᒥᑦ ᐃᓕᓴᓂᐊᖅᑎᔾᔨᓄᑦ ᐃᑲᔫᑎ. ᑖᓐᓇ Root & STEM ᐅᓄᖅᑑᓕᐅᖅᑕᐅᕗᖅ ᓇᓄᓇᐃᒃᑕᖃᖅᑐᓄᑦ ᑖᒃᑯᓄᖓ Forest Stewardship-ᑯᓐᓄᑦ ᑲᑎᒪᔨᖏᓐᓄᑦ ᐸᐃᑉᐹᒃᑯᑦ, ᑖᒃᑯᐊ ᐊᑐᕐᓂᓴᕗᑦ ᐋᒃᑐᐃᖁᓇᒋᑦ ᐋᖅᑭᒃᓯᒪᓂᐅᔪᓂᑦ ᓯᓚᕐᔪᐊᕐᒥᑦ.

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ᐊᕐᕿᒧ ᒪᕿᐃᖅᓱᒧ ᑖᒃᑯᓇᓐᖓᑦ ᐱᓐᖑᐊᖅ ᑲᑐᔾᔨᖃᑎᒋᓄᑦ
87 Adelaide St N, Lindsay, Ontario K9V 4L4
STEAM@pinnguaq.com

• • •

ᐅᓄᖅᑑᓕᐅᖅᑕᐅᔪᖅ Oshawa–ᒥᑦ, ᐋᓐᑎᐅᕆᐅ, ᓴᖅᑭᑕᐅᔪᖅ Maracle, Inc

• • •

ᐅᖃᓕᒫᒐᓕᐅᖅᑎ
ᕋᐃᔭᓐ ᐋᓕᕗ

ᐊᐅᓚᑦᑎᔨ ᐃᓕᓐᓂᐊᕐᓂᓕᕆᓂᕐᒧᑦ
ᔭᓂ ᓚᑯᕌᔅ

ᓴᖅᑭᑎᕆᕙᓪᓕᐊᓂᕐᒧᑦ ᐊᐅᓚᑦᑎᔨ
ᔩᕐ ᒪᒃᑳᓐᕙᐃ

ᐊᔾᔨᙵᓂᑦ ᐋᖅᑭᒃᓯᐃᔨ
ᓂᑯᓚᔅ ᑕᐃᕕᔅ

ᐋᖅᑭᒃᓯᒪᓂᐊ ᐊᒻᒪ ᐋᖅᑭᒃᑕᐅᓂᐊ
ᐃᒪᓕ ᑳᓐᕖᐅᔨᑦ, ᓕᓐᓯ

ᐅᖃᓕᒫᑉ ᖃᕝᕙᓂᑦ ᑎᑎᕋᐅᔭᖅᓯᒪᔪᖅ
ᑕᐃᔪᓪ ᖃᐸᓗᐃᑦᑐᖅ

ᓇᓄᓇᐃᒃᑕᓚᐊᖑᔫᑉ ᐋᖅᑭᒃᓯᒪᓂᐊ
ᐋᖅᑭᒃᑕᐅᔪᖅ ᐅᑯᓄᖓ X-ing-ᑯᓐᓄᑦ

ᐱᓕᕆᖃᑕᐅᔪᑦ
ᓯᐅᕋᓐ ᐊᓯᓯᐊᒃ, ᐳᕌᓐᑕᓐ ᐸᓂ, ᒪᐃᑯᓪ ᑳᑐ–ᐊᕐᓪᓪ, ᐱᐅᓪ ᑲᑉᕋᔫᔅ, ᑎᑎᕋᖅᑐᖅ ᐋᒫ ᑳᓐ, ᓚᓂ ᓕᔅᓯᓐᑯ, ᑰᓪ ᐹᓪᓭ, ᐋᓕᓴᓐ ᐸᒥᓐᑕ, ᔾᔮᓐ ᕈᒥᕈ, ᑎᑎᕋᖅᑐᖅ ᔭᐃᒥ ᓯᒃᑖᓪ, ᑎᑎᕋᖅᑐᖅ ᑭᒻ ᕗᐃᓗ, ᑎᑎᕋᖅᑐᖅ ᓯᑕᕝ ᕗᕖᖕ ᑭᐊᓐ

• • •

ᒪᓕᒃᑎᒎᑦ ᐅᕙᓂ **@pinnguaq**

ᐱᓐᖑᐊᕐᓚᑲᓴᖅ ᑮᓇᕐᓂᑦ

ᑕᐃᔭᐅᔪᖅ One Sky–ᒥᑦ, ᐅᓇᓕᓐᖑᐊᖅ ᑕᕝᕗᓂ ᕈᒥᐅᕉᑉ ᐱᓐᖑᐊᕈᑎᐊᓂᑦ ᑕᐃᒎᓯᓕᒃ Empire of Sin–ᒥᑦ. ᐊᔾᔨᓕᐅᖅᑕᐅᔪᖅ ᑖᓐᓇ Romero ᐱᓐᖑᐊᕈᑏᑦ.

ᐱᙳᐊᕐᓂᖅ ᐱᔭᕇᐊᕐᑲᓪᓚᕇᒃᑐᖅ ᑭᒃᑯᓕᒫᓄᑦ ᐊᒻᒪᓗ ᐊᕐᕌᒍᒐᓴᓐᓄᑦ. 99.9 ᐳᓴᓘᑦ ᐱᙳᐊᕐᑲᑦᑕᖅᓯᒪᕗᒍᑦ ᓂᕐᔪᑎᐅᓪᓗᑕ, ᑲᐳᑎᓯᒪᙱᓚᑦ. ᑕᒪᓐᓇ ᐊᓯᔾᔨᓚᐅᖅᓯᒪᔪᖅ 1900-ᖏᓐᓂ ᐃᓚᐅᑎᑦᑎᓕᕆᖅᑎᓪᓗᒋᑦ, ᐊᒻᒪᓗ ᓱᓕ ᐱᓐᖑᐊᖅᑐᖃᖅᑎᓪᓗᒍ 1970-ᖏᓐᓂ. ᖃᕆᓴᐅᔭᒃᑯᑦ ᐱᙳᐊᕈᑎᑦ ᖃᖓᑕᓚᐅᖅᑐᑦ 1977–ᒥ ᑕᐃᔭᐅᔪᖅ "Holy Trinity–ᒥᑦ" ᓴᖅᑭᑕᐅᑎᓪᓗᒍ ᓄᓇᕐᔪᐊᕐᒧᑦ: TRS-80, Commodore PET–ᒥᑦ ᑕᐃᔭᐅᔪᖅ, ᐊᒻᒪ Apple II–ᒥᑦ. ᑭᖑᓂᑦᑎᐊᖓᒍᑦ, ᖃᕆᓴᐅᔭᓕᕆᓂᐅᔪᖅ ᐃᓅᓚᐅᖅᑐᖅ.

ᕿᓚᒻᒥᐅᑖᒃᑯᑦ ᑕᕐᕆᔭᐅᓯᐊᑦ ᐃᓱᒪᑦᑎᐊᓚᐅᙱᑦᑐᑦ ᖃᓄᐃᑦᑐᒥᒃ ᐱᙳᐊᓚᐅᕐᒪᖔᖅᐱᑦ – ᐱᕐᑯᔾᔪᖔᕈᑎ ᐊᑎᒃᑐᒦᓚᐅᖅᑐᖅ ᐅᖃᕈᓐᓇᓚᐅᙱᑕᑦ. ᐱᙳᐊᕈᑎᑦ ᐋᖅᑭᒃᓯᒪᓂᖏᑦ 1980–ᖏᓐᓂ ᑕᐅᑐᓪᓗᐊᑕᕐᓂᖅᓴᐅᓪᓗᑎᒃ ᓴᖅᑮᔭᖅᑐᓄᑦ ᐋᖅᑭᒃᓯᒪᓂᕐᓄᑦ, ᖃᓄᐃᓕᐅᕈᑎᓄᑦ ᐋᖅᑭᒃᓯᒪᓂᖏᓐᓄᓪᓗ. ᑕᑯᒍᕕᒋᑦ ᐊᖏᓛᑦ '80–ᖏᓐᓂ, ᑕᑯᓂᐊᖅᑐᑎᑦ ᐅᓄᖅᑐᓂᒃ ᖃᓄᐃᑦᑑᓂᖏᓐᓂᒃ: ᑕᐃᔭᐅᔪᑦ ᐅᑯᐊ Pac-Man, Defender, Lode Runner, Choplifter, ᐊᒻᒪ ᖃᑦᑖᓗᐃᑦ, ᖃᖓᑕᕉᑦ ᐊᒻᒪ ᐃᓂᕐᑲᕐᕕᑦ. ᐅᓄᖏᑦᑐᓂᒃ ᐃᓄᒃᑕᖅᑲᓚᐅᖅᐳᖅ ᓴᖅᑮᔭᖅᑐᒥ, ᑕᒪᒃᑯᐊᓗ ᓴᖅᑭᓚᐅᖅᑐᑦ ᐅᓄᖏᕐᔪᑎᒃ ᑎᑎᕋᖅᓯᒪᓪᓗᑎᒃ ᐱᑕᕐᑲᙱᓐᓂᕆᔭᕐᓂ. ᒥᑭᑦᑐᖅ ᐃᓄᒃ ᓴᖅᑮᔭᖅᑐᒦᑦᑐᖅ ᑭᓇᑐᐃᓐᓇᑦᑎᐊᖑᔪᓐᓇᖅᑐᖅ ᐱᔪᒪᒍᕕᒋᑦ.

ᖃᕆᓴᐅᔭᐃᑦ ᐱᕈᖅᓯᒪᓕᖅᑎᓪᓗᒋᑦ '90–ᖏᓐᓂ, ᐱᙳᐊᕐᓃᑦ ᐱᖓᓱᓕᖓᓂᖅᓴᐅᓕᓚᐅᖅᑐᑦ, ᐊᒻᒪᓗ ᓱᓕᓂᖅᓴᐅᓕᖅᐸᓪᓕᑎᒃ ᓴᖅᑭᐸᑉᐸᓪᓕᐊᓕᖅᐸᓪᓕᑎᒃ. ᑭᓯᐊᓂ 99 ᐳᓴᖏᑦ ᑖᒃᑯᐊ ᖃᓄᐃᑦᑑᓂᖏᑦ ᐊᖑᑕᐅᓚᐅᖅᑐᑦ. 1996-ᒥ ᑖᒻ ᕋᐃᑐ, ᐱᙳᐊᖅᑎᐅᔪᑦ ᐊᐅᓚᑦᑎᔪᓐᓇᖅᓯᑕᐃᓐᓇᓚᐅᖅᑐᑦ ᐱᓪᓚᑦᑖᖑᖅᑰᔾᔪᓂᑦ ᑕᐃᔭᐅᔪᑦ 3D-ᓂᒃ ᐊᕐᓇᓂᒃ, ᑖᕋ ᑯᕖᑦ. ᖃᐅᔨᒪᒋᑦ ᖃᑯᖅᑕᐅᓪᓗᓂ ᐊᕐᓇᐅᓂᖓᓂᒃ, ᓄᓇᖃᖅᑳᖅᓯᒪᓕᒫᕆᑦᑐᖅ, ᒪᒃᓯᑲᓐ, ᐊᐃᓯᐊᓐ, ᐊᓯᖏᓪᓘᓐᓃᑦ ᐅᓄᙱᓐᓂᖅᓴᑦ. ᐊᑯᓂᐅᓂᖅᓴᐅᓇᔭᖅᑐᖅ ᐊᔾᔨᕉᓐᒋᕈᓘᔭᖅᑐᑦ ᑕᐅᑐᓪᓗᐊᑕᓕᓚᐅᙱᓐᓂᖏᓐᓂ ᐱᙳᐊᕈᑎᓄᑦ ᐋᖅᑭᒃᓱᐃᔾᔪᓄᑦ.

ᓄᑦᑖᖅᑲᓄᑦ, ᐱᙳᐊᕐᓂᖅ ᐃᓕᑦᑎᔾᔪᑕᐅᔪᓐᓇᖅᐳᖅ ᓄᓇᕐᔪᐊᕐᒥ. ᐱᙳᐊᕐᓃᑦ ᐱᕕᖃᖅᑎᑦᑎᔪᑦ ᐱᙳᐊᖅᑎᓂᒃ ᕿᒥᕐᕈᓗᑎᒃ ᐃᓕᖅᑯᓯᒃᑯᑦ ᐃᓅᖃᑎᒌᖕᓂᕐᒧᓪᓗ ᑭᓇᐅᓂᕐᓂ. ᑭᓯᐊᓂ ᓄᓇᕐᔪᐊᖅ ᑕᑖᖅᑎᓪᓗᒍ ᖃᑯᖅᑕᓂᒃ ᐊᕙᑕᓂᒃ, ᐱᙳᐊᕐᓂᖃᓲᖑᒐᑦᑕ ᐱᔮᕆᕐᔪᑎᑦ ᐅᕙᓂᖃᑎᒋᙱᑕᒥᓂᒃ.

ᐅᑭᐅᑦ ᖁᓕᑦ ᐊᓂᒎᖅᑐᓂᒃ, ᐱᙳᐊᖅᑏᑦ ᐱᓇᔪᖃᑦᑕᖅᓯᒪᕗᑦ ᐱᙳᐊᖅᑎᑦᑎᓇᓱᒃᓗᑎᒃ ᐊᒻᒪ ᐱᐅᓯᖏᑦ ᐊᔾᔨᒌᙱᓐᓂᖅᓴᐅᓪᓗᑎᒃ. ᒫᓐᓇᐅᓕᖅᑐᒥ, ᐃᓕᖅᑯᓯᓕᕆᓂᕐᒧᑦ ᑮᓇᐅᔭᖅᑕᖃᓕᖅᑐᖅ ᐱᕙᓪᓕᐊᓂᕐᒧᑦ ᐱᙳᐊᕐᓂᕐᒧᑦ ᑕᑯᒃᓴᐅᑎᑦᑎᔪᓂᒃ ᓄᓇᖃᖅᑳᖅᓯᒪᔪᑦ ᐅᓂᒃᑳᖅᑐᐊᖏᓐᓂᒃ ᐊᒻᒪ ᖃᓄᐃᑦᑑᓂᖏᓐᓂᒃ. ᑕᒪᒃᑯᐊ ᐱᙳᐊᕐᓃᑦ ᐱᒻᒪᕆᐊᓘᙵᑦ ᓄᓇᖃᖅᑳᖅᑐᑦ ᓄᓇᓕᖏᓐᓄᑦ ᑕᑯᑎᑦᑎᓪᓗᑎᒃᓗ ᓄᓇᕐᔪᐊᓕᒫᒥᒃ ᖃᓄᓐᓂ ᐃᓕᖅᑯᓯᖅᓯᒪᖅᑲᒫᕐᒪᖔᑕ ᐱᙳᐊᖅᑎᓂᒃ ᐃᓚᐅᔪᓐᓇᕐᓂᕐᒥᒃ ᐅᓄᖅᑐᓄᑦ ᐃᓕᖅᑯᓯᕐᖃᖅᑎᑦᑎᓪᓗᑎᒃ ᓄᓇᓕᖅᑲᐃᑦ ᐃᓕᑎᑦᑐᑎᒡᓗ ᑕᒪᑐᒥᖓ. ᑭᖑᓪᓕᖅᐹᒥ ᐱᙳᐊᕐᓂᓴᕐᑎᓐᓂ, 14-ᓂᒃ ᐊᖓᔪᖅᑳᓂᒃ ᓂᕈᐊᖅᑐᖃᕈᓐᓇᖅᐳᖅ ᐱᙳᐊᖅᑎᓂᒃ ᓂᕈᐊᕐᕕᒋᔭᒪᔭᖏᓐᓂᒃ. ᒪᕐᕉᒃ ᐊᕐᓇᐅᓪᓗᑎᒃ, ᐊᖑᑦ ᐊᒻᒪ 70-ᓂᒃ ᐅᑭᐅᓕᒃ ᐊᕐᓇᖅ. 60 ᐃᓚᒌᒃᑐᑦ ᒪᓂᒪᔪᖅᑲᖅᑯᓂ ᐃᖅᑲᓇᐃᔭᖅᑎᑦᑎᓕᕐᓂᐊᕐᓗᓂ, ᒪᕐᕉᒃ ᓄᓇᖃᖅᑳᖅᓯᒪᔫᓪᓗᑎᒃ – ᐱᖃᑖ ᓈᕙᐦᐆᒥᑦ ᑕᐃᔭᐅᔪᖅ, ᐱᖃᑖᓗ ᑯᕇ–ᒥᑦ, ᐅᖃᓪᓚᒃᐸᒃᑐᑎᒡᓗ ᓄᓇᖃᖅᑳᖅᑐᑦ ᐅᖃᐅᓯᖏᓐᓂᒃ.

ᐅᖃᐅᓯᖃᖃᑦᑕᓚᐅᖅᑎᓪᓗᒋᑦ ᐊᔾᔨᕉᓐᒋᕈᓘᔭᖅᑐᓂᒃ ᓯᐊᒻᒪᒃᑎᑕᐅᕙᓪᓕᐊᑐᐃᓐᓇᕐᒪᑕ ᓃᕐᓗ ᐃᓅᖃᑎᒌᓂᒃ, ᑕᑯᖃᑦᑕᖅᓯᒪᓕᖅᐳᑦ ᑐᑭᓯᓇᖅᑐᓂᒃ ᖃᓄᐃᑦᑑᖃᑎᒌᙱᑦᑐᓂᒃ ᓇᑭᙵᕈᓘᔭᖅᑐᓂᒃ ᐊᒻᒪ ᐃᓕᖅᑯᓯᕆᔭᐅᔪᓂᒃ. ᖁᔭᓐᓇᒦᒃ, ᒫᓐᓇ ᐊᔾᔨᕉᓐᒋᕈᓘᔭᖅᑐᓂᒃ ᐱᓕᕆᔾᔪᓯᖃᕐᓂᐊᕋᓱᒋᔭᐅᕗᑦ, ᐊᒻᒪ ᐱᙳᐊᕈᑎᓂᒃ ᐋᖅᑭᒃᓱᐃᔾᔪᑦ ᐱᒋᐊᓲᖑᕗᑦ ᑕᒪᑐᒥᖓ ᐃᓱᒪᒋᔭᐅᓪᓗᓂ ᐱᙳᐊᓯᒋᐊᖅᑎᓪᓗᒋᑦ. ᐅᓪᓗᒥ, ᓯᕗᓪᓕᖅᐸᖅ ᐊᐱᖅᑯᑎ "ᑭᓇᐅᕖᑦ?" ᐃᒪᓐᓇᐅᙱᖔᖅᑐᖅ "ᖃᓄᐃᓕᐅᖃᑦᑕᖅᐱᑦ?" ᐱᙳᐊᕈᓯᑦ ᐱᐅᓂᖅᓴᐅᖕᒪᑕ.

ᑕᒪᓐᓇ ᐊᔾᔨᕉᓐᒋᑑᑎᓂᒃ, ᐃᓚᓕᐅᔾᔨᓂᖅᓴᐅᓪᓗᓂ ᓄᓇᕐᔪᐊᕐᒥ, ᐃᑲᔫᑎᖃᖅᑲᓂᓗ ᑭᒃᑯᓕᒫᓄᑦ. ᓈᒻᒪᓈᑦᑎᐊᓕᖅᐳᖅ, ᒫᓐᓇ ᐱᙳᐊᕐᓃᑦ ᓴᖅᑮᕐᓂᖅᐹᖑᓕᕐᒪᑕ 2100-ᖏᓐᓂᑦ. ᐊᓕᐊᓇᐃᒍᓱᑦᑎᐊᖅᐳᖓ ᓯᕗᓂᒃᓴᑎᓐᓂ ᐱᙳᐊᖅᑎᑦᑎᖅᑲᑦᑖᕐᓂᑦᑎᓐᓂᒃ, ᑕᒪᓇᓗ ᐃᓱᒪᒋᔭᒃᓴᖅ ᖃᐅᒪᑎᑦᑎᒃᑲᓐᓂᕐᓂᐊᖅᐳᖅ ᖃᓄᐃᓐᓇᖅ ᐱᙳᐊᕐᓂᐅᖃᑦᑕᕐᓂᐊᖅᑐᓂᒃ ᐊᒃᑐᐃᔪᓂᒃ ᓄᓇᕐᔪᐊᕐᒥ.

ᑎᑎᕋᖅᑐᖅ ᔫᓐ ᕈᒥᕈ

ᔫᓐ ᕈᒥᕈ

ᖃᐃᖁᔭᐅᓯᒪᔫᑉ ᑎᑎᕋᖅᑕᖓ: ᐱᓐᖑᐊᒐᒃᓴᖅ ᑮᓇᕐᓂᑦ · ᒪᒃᐱᕐᕕᖓ 5

ᔫᓐ ᕈᒥᕉᑉ ᐱᓕᕆᓂᖓ id Software–ᑯᓐᓂ, ᐃᓚᖃᓚᐅᖅᑐᖅ ᑕᐃᒍᓯᕐᓂᒃ ᓲᕐᓗ Doom, Quake ᐊᒻᒪ Wolfenstein ᐱᓪᓚᑦᑖᖑᖅᑰᕗᔪᖅ 3D–ᖑᔪᖅ, ᐃᑲᔪᓚᐅᖅᐳᑦ ᐋᖅᑭᒃᓱᓪᓗᑎᒃ ᐊᒻᒪ ᐱᐅᕆᔭᐅᓪᓗᑎᒃ ᓯᕗᓪᓕᖅᐹᒥ ᖁᑭᕆᐊᖅᑐᑦ ᐱᖑᐊᖅᑎᓪᓗᒋᑦ. ᓇᒻᒥᓂᖅ-ᐱᓯᒪᑦᑎᔨ, ᑎᑎᖅᑐᒐᖅᑎ ᐊᒻᒪᓗ ᓴᓇᓐᖑᐊᖅᑎ, ᐃᖅᑲᓇᐃᔭᖅᓯᒪᔪᖅ 130-ᓂᒃ ᐱᓐᖑᐊᕐᓂᐅᔪᓂᒃ ᐊᒻᒪᓗ ᓈᓴᐃᓂᕐᒥᒃ, ᐊᒻᒪᓗ ᐃᓱᒪᒋᔭᐅᓪᓗᓂ ᓄᓇᕐᔪᐊᕐᒥ ᐱᒃᑲᐅᓂᖅᐸᐅᓇᓱᒋᔭᐅᓪᓗᓂ. ᒐᓪᓓᐃᒥ ᓄᓇᖃᖅᑐᖅ, ᐊᐃᕆᓚᓐᒥ, ᐅᓪᓚᖃᑕᐅᖃᑦᑕᖅᑐᖅ ᕈᒧᕈ ᐱᙳᐊᕕᔾᔪᐊᖅᑐᓂ ᐱᖃᑎᖓ, ᐳᕆᓐᑕ ᕈᒧᕈ.

ᑰᑦ ᐹᓪᓴ

"Just Like Us-ᖑᔪᖅ" · ᒪᒃᐱᕐᕕᖓ 30

ᑰᑦ ᐹᓪᓴ ᑕᓪᑕᓐᒍᑦ ᑎᑎᖅᑐᒐᖅᑎᐅᔪᖅ, ᑎᑎᖅᑐᒐᖅᑎ ᐊᒻᒪ ᐅᓗᖅᑑᓕᐅᕆᕙᒃᑐᖅ Hᐊᐃᓐᓴᐧᐃᓇᐃ–ᑯᓐᓄᑦ, ᐑᑳᒥ, BFA–ᑯᓄᑦ ᑎᑎᖅᑐᒐᖅᓯᒪᔪᖅ ᐊᒥᐊᓕᒐᑦ ᓯᓚᕐᑐᓴᕝᔪᐊᖓᓂᑦ. ᕘᓐᑰᕗᒦᕐᓗᓂ, ᐹᓪᓴ ᑕᐅᑐᓪᓗᐊᑕᖅᑐᖅ ᒪᕿᒧᓂᒃ ᑕᕐᓇᔫᒃᓴᕋᓛᓂᒃ, ᐲᑦᓴ ᐸᖕᒃᓴ ᐊᒻᒪ ᑕᒃᑐᐃᒃ ᕙᐅᕆᔅ, ᓵᓚᖃᕐᓗᓂ ᐱᐅᓛᒥᒃ ᓄᓇᖃᖅᑳᖅᓯᒪᔪᑦ ᐅᖃᐅᓯᖅᑕᕆᓐᓂ ᓄᓇᖃᖅᑳᖅᓯᒪᔪᑦ ᓂᐱᕆᓐᓂ ᑐᓐᓂᖅᑯᓯᐊᓂᑦ 2020–ᒥᑦ, ᐊᓯᕆᓐᓂᒃᓗ ᐅᐱᕆᔭᐅᔪᓂᑦ.

ᒪᐃᑯᑦ ᑲᑐ–ᐊᕐᑦ

ᑕᕐᕋᓕᐅᖅᑕᐅᓯᒪᔪᖅ ᓯᕗᓂᒃᓴᖅ · ᒪᒃᐱᕐᕕᐊ 14

ᒪᐃᑯ ᑲᑐ–ᐊᕐᑦ ᐃᓱᒪᑐᔫᓪᓗᓂ ᐱᓕᕆᔪᓇᖅᑑᕗᖅ ᖁᕕᐊᕆᔭᕐᑲᖅᓗᓂ UX–ᒧᑦ ᑕᐅᑦᑐᒃᓴᖓᓄᑦ, ᐃᓕᓐᓂᐊᕐᓂᕐᒧᑦ ᐱᓕᕆᖅᑎᕐᑲᖅᐸᖕᓂᕐᒧᓪᓗ ᐱᓕᕆᔾᔪᑎᓄᑦ. ᐱᔮᓚᐅᖅᑎᓪᓗᒍ ᐱᔮᕈᓯᐊᖅ ᖃᕆᓴᐅᔭᒃᑯᑦ ᑐᓴᐅᒪᔾᔪᑎᓕᕆᓂᕐᒥᑦ 2018-ᒥ, ᑐᓂᓯᓯᒪᔪᖅ ᐱᓕᕆᐊᓂᑦ ᖁᕙᐊᓲᑎᖃᕐᓂᕐᒧᑦ ᐱᓕᕆᕝᕙᐅᔪᓂᒡᓗ ᓲᕐᓗ ᖁᕙᐊᓲᑎᖃᕐᓂᕐᒥᑦ ᓄᓇᕐᔪᐊᕐᒥ VR ᐊᒻᒪᓗ AR ᐅᓂᒃᑳᖅᑐᐊᓂᑦ, ᑐᕌᓐᑐ ᓄᑖᖅᑲᓄᑦ ᖃᕆᓴᐅᔭᒃᑯᑦ ᖁᕙᐊᓲᑎᖃᕐᓂᕐᒥᑦ ᐊᒻᒪᓗ ᐋᓐᑎᐅᕆᐅᒥ ᖃᐅᔨᓴᕐᓂᕐᒧᑦ ᐱᓕᕆᕝᕕᖕᒥᑦ.

ᓯᐅᕋᓐ ᐊᓯᐊᒃ

ᑕᐃᔭᐅᔪᖅ Algonquin–ᒥᑦ ᓯᓚᑦᑐᖅᓴᕐᕕᒃ ᐃᓚᐅᓕᖅᐳᖅ ᓴᓇᔪᒧᑦ ᓅᑦᑕᕐᓂᕐᒧᑦ ·ᒪᒃᐱᕐᕕᖓ 17

ᑲᔪᔾᔨᓐᓇᕈᓐᓇᕐᓂᕐᒧᑦ ᑭᐹᓃᒃᑐᓕᐅᖅᓯᒪᔪᖅ ·ᒪᒃᐱᕐᕕᖓ 34

ᓯᐅᕋᓐ ᐊᓯᐊᒃ ᖁᑦᑎᒃᑐᒦᓐᓂᖅᓴᖅ ᐃᓕᓐᓂᐊᖅᑐᓕᕆᓂᕐᒧᑦ ᑐᓴᐅᒪᑎᑦᑎᕙᖕᓂᕐᒧᑦ ᑎᑎᕋᖅᑎᐅᕗᖅ, ᐋᖅᑭᒃᓱᐃᔨᐅᓪᓗᓂ, ᐃᓗᓕᖕᒋᓐᓂᒃ ᐅᖃᐅᔾᔪᐃᔨᐅᓪᓗᓂ ᐱᓕᕆᐊᖑᔪᒥᓪᓗ ᐊᐅᓚᑦᑎᔨᒋᔭᐅᓪᓗᓂ ᑖᓇ ᑐᕌᑐ ᐅᐊᓐᓇᖓᓂᕐᒥᐅᑕᐅᓪᓗᓂ. ᑎᑎᕋᖃᑦᑕᖅᑐᖅ ᐃᓕᓐᓂᐊᕐᓂᐅᑉ ᒥᒃᓵᓄᑦ ᑲᓇᑕᒥ ᐊᒻᒪᓗ ᓄᓇᕐᔪᐊᕐᒥ ᑐᓴᒐᒃᓴᓄᑦ ᐅᖃᓕᒫᒐᒃᓴᓄᑦ ᐊᒻᒪᓗ ᐃᓕᓐᓂᐊᕐᕕᖕᓄᑦ. ᐱᓕᒪᒃᓴᖅᓯᒪᔪᖅ ᑐᓴᒐᒃᓴᓕᕆᓂᕐᒥᑦ, ᓂᐅᕐᕈᑎᖃᕋᓱᐊᕐᓂᕐᒥᑦ ᐊᒻᒪ ᐱᕙᓪᓕᐊᔪᓕᕆᔨᓂᑦ, ᐊᓯᐊᒃᒃ ᑐᕌᓐᑐᒥᑦ ᐊᔾᔨᐅᙱᑦᑐᒥᑦ ᐋᖅᑭᒃᓱᐃᔨᐅᓚᐅᖅᓯᒪᔪᖅ ᓇᖕᒥᓂᖅ ᐊᐅᓚᑦᑎᖃᑦᑕᖅᓯᒪᓪᓗᓂ 2004–ᒥᓂᑦ.

ᑎᑎᕋᖅᑐᖅ ᑭᒻ ᕗᐃᓗ

ᐱᐅᓯᕆᔭᐅᕙᓚᐅᖅᑐᓂᑦ ᐅᑎᖅᑎᑕᐅᓃᑦ · ᒪᒃᐱᕐᕕᖓ 10

ᑭᒻ ᕗᐃᓗ ᓄᓇᖃᖅᑳᖅᓯᒪᔪᓂᑦ ᐅᓂᒃᑳᖃᑦᑕᖅᓯᒪᔪᖅ ᐃᓐᒋᕐᕋᓂᓪᓗᐊᑕᖓᓄᑦ ᐊᒻᒪ ᓄᓇᖃᖅᑳᖅᓯᒪᔪᓄᑦ ᐱᕙᓪᓕᐊᔪᓕᕆᔨᓄᑦ 1993–ᒥᑦ. ᓴᓇᙱᐊᖅᓯᒪᔪᖅ ᑎᑎᕋᖅᑎᐅᓪᓗᓂ, ᐅᖃᓕᒫᒐᓕᐅᖅᑎᐅᓪᓗᓂ ᐊᒻᒪ ᓴᖅᑭᑦᑎᔨᐅᓪᓗᓂ ᐊᔾᔨᒌᙱᑦᑐᑎᒍᑦ ᐅᖃᐅᔾᔪᖅᑕᐅᕙᒃᓗᓂ. ᓂᐱᓕᐅᖅᓯᒪᔪᑦ ᐃᓕᓴᕆᔭᐅᓚᐅᖅᑐᑦ New York Festival-ᑯᓐᓂᑦ, ImagineNative–ᑯᓐᓂᑦ, ᓄᓇᖃᖅᑳᖅᓯᒪᔪᑦ ᓂᔾᔭᐅᓯᔭᕐᓂᕐᒧᑦ ᑐᓂᕿᓯᐊᖅᑐᑦ ᐊᒻᒪᓗ Prix Italia–ᑯᓐᓂᑦ. ᒫᓐᓇᐅᔪᖅ, ᐃᖅᑲᓇᐃᔭᖃᑦᑕᖅᑐᖅ ᓇᐹᖅᑐᖃᕝᕕᐅᑉ ᐱᕙᓪᓕᐊᔪᓕᕆᔨᑕ ᑎᑎᕋᕝᕕᖓᓂᑦ ᐅᓄᖅᑐᓂᑦ ᐱᔨᑦᑎᕋᖅᑕᐅᔪᓂᑦ ᑭᒃᑯᑐᐃᓐᓇᕐᓄᑦ, ᐅᖃᓕᒫᒐᕐᓂᑦ, ᑕᕐᓇᔫᒃᓴᓂᑦ ᐊᒻᒪᓗ ᓂᐱᓕᐅᖅᓯᒪᔪᓂᑦ ᑕᐃᔭᐅᔪᖅ podcasts–ᒥᑦ.

ᐋᓕᓴᓐ ᐸᒥᓐᑕ

ᖁᕝᕙᖅᑎᓪᓗᒍ ᐱᓐᖑᐊᖅᑕᑦ · ᒪᒃᐱᕐᕕᖓ 22

ᐋᓕᓴᓐ ᐸᒥᓐᑕ ᐱᕙᓪᓕᐊᔪᓕᕆᔾᔨᐅᕗᖅ ᐊᒻᒪ ᐃᓕᓐᓂᐊᕐᓂᓕᕆᓂᕐᒧᑦ ᐱᕙᓪᓕᐊᔪᓕᕆᔨᒻᒪᕆᐅᓪᓗᓂ ᐱᓕᕆᖃᑦᑕᖅᓯᒪᓂᑰᓪᓗᓂ ᐃᓕᓐᓂᐊᕈᑎᒃᓴᓂᒃ ᐅᖃᓕᒫᒐᓕᐅᕐᓂᕐᒥᒃ ᐊᒻᒪ ᑕᑯᔭᒐᖃᕐᕕᖕᒥ ᐃᓕᓐᓂᐊᖅᑎᑦᑎᓂᕐᒥᒃ. ᓴᖅᑭᑦᑎᓚᐅᖅᑐᖅ Golden Lamp ᑐᓐᓂᖅᑯᓯᐊᒥᑦ–ᓵᓚᒃᓴᖅᑐᑦ ᓄᑕᖅᑲᑦ ᐅᓂᒃᑳᓄᑦ ᐅᖃᓕᒫᒐᖕᒋᓐᓂᑦ ᐆᒥᖓ Axel's Chain Reaction, ᐋᖅᑭᒃᓱᐃᓯᒪᓪᓗᓂᓗ ᐃᓕᓐᓂᐊᕆᓐᓇᕐᓂᖕᒧᑦ ᐱᓕᕆᐊᒃᓴᒥᑦ ᐃᓕᓐᓂᐊᕐᓂᓕᕆᓂᖕᒧᑦ ᖃᕆᓴᐅᔭᒃᑯᑦ ᓴᖅᑭᑦᑎᓂᖕᒥᑦ ᓂᕆᐊᓂᑦ ᐊᒥᐊᓕᒐᑦ ᓯᓚᕐᑐᖅᓴᕝᕙᔪᐊᖓᓂᑦ.

ᓚᓂ ᓚᔅᓯᓐᑰ

ᑕᐅᑐᙱᐊᕐᓂᖅ ᓄᓇᕐᔪᐊᓂᑦ ᖃᓄᐃᑦᑑᓂᕆᓐᓂᓪᓗ · ᒪᒃᐱᕐᕕᖓ 40

ᓚᓂ ᓚᔅᓯᓐᑰ ᓄᑲᑉᐱᐊᖑᙱᑦᑐᖅ. ᑎᑎᖅᑐᒐᖅᑎᐅᔪᖅ, ᑎᑎᖅᑐᒐᖅᑎ ᖃᕆᓴᐅᔭᒃᑯᑦ ᐊᒻᒪ ᑎᑎᖅᑐᒐᖅᑎᐅᔪᖅ ᑎᑎᕋᒐᕐᓄᑦ ᓴᐱᓕᓚᐅᖅᓯᒪᔾᔮᓇᓂᓗ ᓴᓇᑦᑎᐊᓂᕐᒥᑦ ᓇᐹᖅᑐᑦᑎᐊᕚᒥᑦ. ᐅᑯᕋᐃᓐ–ᐃᓅᓵᕐᓂᑯ ᐊᒻᒪ ᑲᓇᑕᒥ–ᐱᕈᖅᓴᔭᐅᓪᓗᓂ, ᐅᓂᒃᑳᕈᒪᔪᖅ ᐃᓄᐃᑦ ᐃᖅᑲᐅᒪᔪᓐᖏᓐᓂ ᐊᕿᒍᕐᒐᓵᓗᙳᑦ ᐊᓂᒎᖅᑎᓪᓗᒋᑦ, ᐅᓪᓛᓪᓚᓈᒃᑯᑦ, ᑭᓯᓛᑦ ᓂᐱᖃᙱᑎᓪᓗᒋᑦ ᓄᖅᑲᖓᔪᐃᓐᓇᐅᓪᓗᑎᒡᓗ. ᔿᓚᖕᑕᓐ, ᐋᓐᑎᐅᕆᐅᒥᑦᑐᖅ.

ᓄᓇᒥ: ᐃᓄᐃᑦ–ᐱᔪᒪᓕᖅᑎᑕᐅᔪᑦ ᑭᐴᑉ ᖄᖕᒐᓄᑦ ᐱᙳᐊᕈᑎ

ᐱᙳᐊᕐᓃᑦ ᐊᑭᑦᑐᕋᐅᑎᓂᐅᓚᐅᖅᐸᒃᐳᑦ, ᑭᓯᐊᓂ ᖃᓄᖅ ᐱᙳᐊᕐᓂᖅ ᑎᓕᐅᕆᔾᔪᑕᐅᒃᐸᑦ ᐃᓅᓯᖃᕐᓂᕐᒥᒃ ᐱᓕᕆᖃᑎᒌᒃᐸᖕᓂᕐᒥᓪᓗ, ᐃᒪᓐᓇᐅᙱᖕᒑᖅᑐᖅ, ᐃᓄᖕᒧᑦ ᐊᑕᐅᓯᕐᒧᑦ ᐱᕚᑦᓯᕈᑕᐅᓗᓂ? ᑕᒪᓐᓇ ᐃᓱᒪᒋᔭᐅᒐᖅ ᑐᓄᐊᓂ ᓄᓇᒥ, ᑭᐳᒥ ᐱᙳᐊᕐᓂᖅ ᓴᓇᔭᐅᓯᒪᔪᖅ ᐅᑯᓄᖕᒐ Inuk-Québécois ᓴᓇᓯᒪᔪᖅ ᑖᒧᓯ ᒪᕆᐅᖅ, ᑲᑎᑎᕐᓯᔪᖅ ᐱᐅᔪᒻᒪᓇᒻᒥᒃ ᓴᓇᓯᒪᔪᒥᒃ ᒪᓕᒐᖅᑲᖅᑐᑎᒃ ᐱᔭᒃᓴᖅᑲᖅᑎᑦᑎᔪᓂᒃ ᐱᓕᕆᖃᑎᖃᕐᓂᕐᒥᒃ ᐊᓯᖕᒋᓐᓂᒃ ᐱᙳᐊᖅᑎᓂᒃ, ᐊᑭᕋᖅᑐᓐᖏᒑᕐᓗᒋᑦ.

ᑎᑎᕋᖅᑐᖅ ᓯᑕᕙ ᕚᓐ ᑭᐊᓐ

ᒪᕐᕿᐅᒃ ᐱᔪᒃᓯᑎᑕᐅᓚᐅᖅᐳᖅ ᓄᓇᒥ-ᐃᓄᒃᑎᑐᑦ ᐅᖃᐅᓯᖅ ᑐᑭᓕᐅᕆᓪᓗᓂ ᐃᒪᓐᓇ "ᓄᓇᒧᑦ"-ᖃᐅᔮᓪᓚᓚᐅᖅᓱᓂ ᐱᑕᖃᑦᑎᐊᙱᓐᓂᖓᓂᒃ ᑭᒡᒐᖅᑐᐃᓂᕐᒥᒃ ᐃᓄᐃᑦ ᐃᓕᖅᑯᓯᑐᖃᕐᕿᓐᓂᒃ ᐱᓐᖑᐊᖃᑎᒌᓂ ᓄᓇᕐᔪᐊᓕᒫᒥ.

"ᖃᓪᓗᓈᑎᑑᓗᐊᖅᑐᑦ ᓂᐅᕕᕙᓚᐊᕋᖕᒪ ᐅᑉᐸᓘᓐᓂᑦ ᓯᓚᒧᐊᕋᖕᒪ," ᐅᖃᖅᑲᓂ. "ᐃᓄᒃᑎᑐᑦ ᐅᖃᐅᓯᓕᕿᐊᖅ? ᖃᓄᖅ ᐅᓂᒃᑲᐅᓯᕆᕙᑎᒍᑦ ᐱᐅᓯᑐᖃᕗᑦ ᐱᒻᒪᕆᐅᑎᔭᕗᓪᓗ? ᐱᒻᒪᕆᐅᓇᓱᒋᓚᐅᖅᑕᕋ ᐃᖅᑲᐃᑎᓪᓗᒋᑦ ᐃᓄᐃᑦ ᐃᓕᖅᑯᓯᕗᑦ ᐃᓅᕙᙱᓪᓚᑦ ᑭᖑᓂᑦᑎᓐᓂ, ᐱᑕᖃᕈᓐᓇᕐᒥᔪᒍᑦ ᓯᕗᓂᑦᑎᓐᓂ."

ᒪᕐᕿᐅᒃ ᐊᐅᓚᑦᑎᓯᒪᔪᖅ ᓇᕐᒥᓂᐅᔪᒥᑦ, ᐱᕐᓈᒪ ᖃᕆᓴᐅᔭᓕᕆᓃᑦ ᐱᓕᕆᕝᕕᖓᓄᑦ, ᓄᓇᓕᖄᒥ ᐃᕗᔾᔨᕕᕐᒥᑦ, ᓄᓇᕕᕐᒥᑦ, ᑕᐃᒪᙵᑦ 2006-ᒥᑦ. ᐋᖅᑭᒃᓯᒪᓂᖓᑕ ᐋᖅᑭᒃᓯᒪᓂᐊ ᐱᔪᒥᓇᖅᑎᑕᐅᓗᔪᑦᑐᑦ ᐅᖓᓯᒃᑐᒥᑦ ᒪᑐᐃᖓᓂᖓᓄᑦ ᓄᓇ, ᐊᒻᒪ ᓄᓇᓖᑦ ᓵᙱᔪᒥᑦ ᑲᑎᙵᓂᕐᒥᑦ ᐃᓄᐃᑦ ᐃᓕᖅᑯᓯᖓᓂᑦ.

ᓄᓇᒥ, ᒪᕐᕿᐅᒃ ᐊᒃᑐᐊᓂᖅᑲᖅᐳᖅ ᐱᔪᒃᓯᑦᑎᐊᕐᓂᖓᓄᑦ ᐃᓄᒃᑎᑐᑦ ᐊᓯᐅᔾᑕᐃᓕᓂᕐᒥᒃ ᓇᓪᓕᒋᔭᐅᓪᓗᓂ ᓄᓇᒥᙶᖅᑐᓂᒃ ᕿᓂᕐᓂᕐᒥᒃ ᐊᒻᒪ ᓄᓇᒥ. ᑎᑎᕋᐅᔭᕐᓂᖅ ᑕᑕᑎᕆᐊᓕᖕᓂ ᓇᓂᔭᐅᔪᓂ ᐱᓐᖑᐊᕐᓂᕐᒥᒃ ᑕᐃᔭᐅᔪᑦ Stenhalma-ᒥᑦ (ᖃᐅᔾᒪᔭᐅᖕᒥᔪᖅ ᓴᐃᓃᓯᑦ ᐱᖕᖑᐊᕿᑖ Chinese Checkers; see sidebar-ᖑᔪᖅ), ᑕᐅᑐᒃᑲᓂ ᐊᔭᖓ ᐱᓐᖑᐊᖅᑐᖅ ᓄᑕᖁᐅᓂᖓᓂᒃ, ᓄᓇᒥ ᒪᓕᒐᖅᑐᖅ ᐅᓪᓚᒃᑎᑦᑎᔪᓂᒃ ᑭᐳᒥ ᐱᓐᖑᐊᕝᕚᔪᐊᕐᓇᒥ, ᓲᕐᓗ Settlers of Catan-ᒥᑦ, ᐱᓐᖑᐊᖅᑎᑦ ᓵᓚᖃᕆᐅᓗᑎᒃ ᖄᖅᑎᑦᑎᑲᑕᕐᓂᕐᒥᒃ ᐱᑕᖃᖅᑐᓂᒃ ᐊᒻᒪ ᐱᕙᓪᓕᐊᑎᑦᑎᖃᑦᑕᐅᑎᔪᓂᒃ.

"ᐃᓕᖅᑯᓯᕗᑦ ᐱᖅᑯᓯᕗᓪᓗ ᖃᓄᐃᙱᑦᑎᐊᕈᑎᒋᓚᐅᖅᐸᕗᑦ ᐊᕙᑎᑦᑎᓐᓂ, ᓯᕈᖅᓇᖅᑐᖅᑲᒻᒥᖅᓴᓂ ᐅᓇᑕᒻᒥᖅᓴᑕᓘᓐᓂᑦ," ᐅᖃᖅᐳᖅ ᐃᓄᐃᑦ ᓇᑭᙶᖅᒪᙶᑕ. "ᑕᐃᒪᓕ, ᐊᑑᑎᖅᑲᖅᓂᐊᖃᓯᕆᓚᐅᖅᑕᖃ ᐃᓄᐃᑦ ᐱᒻᒪᕆᐅᕆᔭᖅᑲᓂᒃ ᑐᓴᖅᑎᑦᑎᓗᓂ ᐊᓯᒥᓄᑦ, ᐃᓕᓴᐃᔾᔪᑎᕆᓂᐊᖅᓗᒍ ᐊᒻᒪ ᐃᓕᓐᓂᐊᖅᑲᑕᐅᓗᓂ."

ᓄᓇᒥ, ᒪᕐᕿᐅᒃ ᑎᑎᕋᐅᔭᓚᐅᖅᑐᖅ ᑎᑎᕋᐅᔭᖅᑎᐅᑉᓗᒍ ᖃᕆᓴᐅᔭᓕᕆᔨᐅᑦᑐᓂᓗ, ᐊᒻᒪᓗᑦᑕᐅᖅ ᖃᕆᓴᐅᔭᓕᕆᔨᐅᑦᑐᓂ, ᐱᓕᕆᑦᑎᐊᕈᓐᓇᖅᑐᓂ ᐃᓕᑦᑎᕚᓪᓕᐊᓪᓗᓂ ᓄᑖᓂᒃ ᐊᔪᙱᓂᕐᓂ.

"ᖃᐅᔾᒪᓚᐅᙱᑦᑐᖓ ᖃᓄᖅ ᐱᖓᓲᓕᖓᔪᓂᑦ ᐱᓐᖑᐊᕆᐊᒃᓴᖅ, ᐃᓕᑦᑎᔭᕆᐊᖅᑲᓚᐅᖅᑐᖓᓗ ᖃᓄᖅ ᐱᓕᕆᔭᕆᐊᒃᓴᖅ ᑭᓱᓪᓚᕆᖕᓂᑦ ᐱᓕᕆᐊᒃᓴᓂᑦ ᐃᓚᒃᓴᓂᒡᓗ," ᐅᖃᖅᑲᓂ. "ᐃᓕᑦᑎᕚᓪᓕᐊᖕᕆᓇᕐᕼᖅᑐᖅ."

ᓄᓇᒥᐅᑉ ᐃᑐᓪᓗᐊᑕᖕᒋᑦ, ᐱᓐᖑᐊᖅᑎᓪᓗᒋᑦ hexagon-shaped Board-ᒧᑦ, ᐋᖅᑭᒃᑕᐅᓯᒪᔪᑦ ᑎᓕᐅᕆᔾᔪᑕᐅᓇᓱᒃᑐᑎᒃ ᓯᓚᒥ ᕿᓂᕐᓂᕐᒥᒃ, ᑐᓵᓗᑎᒃ ᒪᕐᕿᐅᒃ ᓄᑕᕋᐅᑎᓪᓗᒋᑦ ᐃᕗᔾᔨᕕᕐᒥ, ᐊᕙᓗᓴᐅᑎᓪᓗᒍ ᓄᓇᒥᙶᖅᑐᓂᒃ. ᑕᒪᕐᒥᑦᑎᐊᖅ ᐱᓐᖑᐊᕈᑏᑦ ᐃᒪᖅᑯᖅᑐᔪᑦ, ᓴᓇᔭᐅᓯᒪᓪᓗᑎᒃ ᑭᖑᓪᓕᖅᐹᖑᓪᓗᑎᒃ ᑎᒍᒥᐊᖅᓱᓪᓗ ᐃᓗᓕᖕᒥᑦ, ᑖᓐᓇᓗ ᐱᓐᖑᐊᒐᒃᓴᖅ ᓇᕐᒥᓂᖅ ᓇᒃᓴᑲᑕᒐᓴᓂᖅᓱᓂ. ᒪᕐᕿᐅᒃ ᓴᓇᔭᖓ ᐃᓚᖅᑲᖅᑐᖅ ᑎᑎᖅᑯᒐᕐᓂᑦ ᐸᓂᖓᓄᑦ, ᐊᓃᓇᖕᒐᓗ ᐃᓚᒋᔭᐅᓚᐅᖅᑐᖅ ᓴᖅᑭᑎᑦᑎᓂᖕᒥᑦ ᓴᓇᓯᒪᓂᖕᒐᓂᑦ ᐱᓐᖑᐊᕐᓂᐅᑉ, ᑲᑐᔾᔭᖅᑎᕖᓐᓂᖕᒥᑦ ᐱᖕᖑᓯᓄᑦ ᑭᖑᕚᕆᓄᑦ. ᓂᕆᐅᒋᔭᖅᑲᖅᐳᖅ ᓄᓇᒥ ᑎᓕᐅᕆᓂᐊᕐᓂᖕᒪᒃ ᐱᓐᖑᐊᖅᑎᓂᒃ ᖁᔭᓕᖁᓪᓗᒧᑦ ᐊᔾᔨᒌᙱᑦᑐᓂᒃ ᐃᓕᖅᑯᓯᕆᓴᐅᔪᓂᒃ, ᐊᒻᒪᓗᑦᑕᐅᖅ ᑕᑯᓗᓂ ᐱᒻᒪᕆᐊᓘᓂᖕᒪᒃ ᐊᒥᖅᑳᖅᑲᑎᖅᑲᖅᓂᐊᖅᓗᓂ ᖃᐅᔨᒪᓂᕆᓴᐅᔪᓂᒃ ᐃᑲᔪᖅᑐᐃᖅᑲᑦᑕᐅᑎᔪᒪᓂᖕᒧᑦ.

"ᐱᓐᖑᐊᕚᒃᓴᖅᑕᖅᑲᖅᑲᓐᓂᕆᐊᓕᒃ ᐅᔾᔨᕐᓇᖅᓯᑎᑦᑎᔪᓂᒃ ᐱᒻᒪᕆᐊᑐᖅᓴᓂᒃ ᐃᓱᒪᔪᓐᓇᕐᓂᓯᒥᒃ ᑭᐅᓯᔪᓂᓗ ᖃᓄᐃᙱᑦᑎᐊᕈᑎᒋᐊᓯᓐᓇᖅᓴᓂᒥᒃ, ᓄᓇᒥ ᐊᒻᒪᓗ ᐃᓅᔪᓂᒃ," ᒪᕐᕿᐅᒃ ᐅᖃᖅᑲᓂ.

ᑲᔪᓯᑎᐊᓚᐅᖅᑎᓪᓗᒍ ᐅᓇ Kickstarter campaign, ᐱᓕᕆᐊᖑᑎᑕᐅᔪᖅ, ᓄᓇᒥ ᒫᓐᓇ ᒪᓂᒪᒐᖅ ᓂᐅᕕᕐᓂᐊᕐᓗᓂ ᖃᕆᓴᐅᔭᒃᑯᑦ ᓂᐅᕕᕐᕕᖕᓂᓗ, ᐃᒃᓯᕚᖅᓱᓂ ᖁᓚᕈᐊᑉ ᖃᓂᑮᔭᓂ ᐊᓯᖕᒋᓇᓄᑦ ᑭᐳᒥ ᐱᓐᖑᐊᖅᓂᕆᓴᐅᔪᓄᑦ ᐃᕗᔾᔨᕕᕐᒥ, ᐱᑐᐃᓐᓇᕆᐊᖅᑲᖅᓱᓂ ᖁᕕᐊᕆᔭᐅᓂᕐᒥᒃ. ᓴᓇᖕᒪᑦ ᓄᓇᒥ, ᒪᕐᕿᐅᒃ ᖃᐅᔾᒪᓚᐅᓐᓂᖕᒋᓚᖅ ᑭᓇᑐᐃᓐᓇᖅ ᐱᓐᖑᐊᕐᒪᒻᒪᕆᙳᓯᒃ, ᑭᓯᐊᓂ ᖁᕕᐊᓱᒃᑐᓕᒫᖑᓪᓗᑕ ᐱᓐᖑᐊᕐᒪᔭᓪᓕᒫᖅᑲᓂᓗ ᓴᖅᑮᔭᖅᑎᑦᑎᔪᒥᑦ ᒪᒥᓴᕐᓂᒥᑦ ᐊᒻᒪ ᐊᒃᑐᐊᓂᖅᑲᕐᓂᒥᑦ. ᐱᓐᖑᐊᕐᓂᖅ ᐃᓚᒋᔭᐅᑐᐃᓐᓇᖅᐳᖅ ᒪᕐᕿᐅᒃ ᐱᓕᕆᐊᒃᓴᕆᖅᑲᖅᑕᖕᒪᓂᑦ ᐃᓄᐃᑦ ᐱᒻᒪᕆᐅᑎᖕᒋᑦ ᐅᖃᐅᓯᖕᒋᓪᓗ ᐅᓄᖅᓴᐅᕐᓄᑦ ᐃᓄᖕᓄᑦ.

"ᖁᕕᐊᓯᑐᐃᓐᓇᖅᑐᖓ ᓴᓇᓯᒪᔭᓐᓂᒃ ᓄᓇᕐᔪᐊᕐᒥ," ᐅᖃᖅᑐᖅ. "ᑭᓯᓕᐅᕆᐊᖅᑲᖅᓴᒃ, ᖁᕕᐊᓱᒃᑲᓗᐊ ᐃᓄᐃᑦ ᑭᐅᒃᐸᑕ ᐊᑑᑎᖃᖅᐸᑕᖓᓂᑦ." &

ᐱᓐᖑᐊᕈᑎ ᑕᐃᔭᐅᔪᖅ Chinese Checkers-ᒥᑦ: ᑕᐃᒎᓯᑦ ᐱᒻᒪᕆᐅᕗᑦ

ᔫᒪᓂᒃᑯᑦ ᐱᓐᖑᐊᕈᑎᖕᒪᑦᑕᐃᔭᐅᔪᖅ Stern-halma-ᒥᑦ ᑐᙵᕕᖃᖅᑐᖅ ᐸᕆᑎᒃ ᑲᓛᐱᐊᒥ ᐱᓐᖑᐊᕐᓂᖅᑲᑦᑎᓪᓗᒋᑦ ᑕᐃᔭᐅᔪᒥᒃ Hoppity-ᒥᑦ, ᐱᐅᕆᔭᐅᓚᐅᖅᑐᖅ 1900-ᖏᓐᓂ. ᑖᓐᓇ ᑕᐃᔭᐅᔪᖅ star-shaed German-ᖑᓂᖅᑕᐅᔪᖅ ᐊᒥᓚᒪᐃᑦ ᓄᓇᖕᖑᓄᐊᖅᑕᐅᖕᒪᑦ 1928-ᖑᑎᓪᓗᒍ, ᑳᒃᑯᐊ ᐱᕙᓪᓕᐊᔪᓕᕆᔨᐅᔪᑦ ᓴᖅᑭᑎᓚᐅᖅᓯᒪᔪᑦ ᐊᑎᖓᓂᒃ Hop Ching Checkers-ᖑᓂᖅᑕᐅᔪᓂᒃ ᐊᒻᒪᓗ ᓴᐃᓃᓯᒃᑯᑦ ᖃᐅᔨᓴᖅᑎᖏᓐᓂᒃ, ᐃᖅᑲᓇᐃᔭᖅᑎᑦᑎᓪᓗᑎᒃ ᐅᕝᕙᓂᓕᕆᔨᒥᒃ, ᖃᐅᔨᓴᖅᑎᒥᒃ. ᑖᓐᓇ ᐅᖃᐅᓯᖅ "ᖃᐅᔨᓴᕐᓂᖅ" ᓱᓕ ᐊᑐᖅᑕᐅᓚᐅᖅᐳᖅ ᐅᓪᓗᒥ— ᑭᒡᒐᖅᑐᐃᓂᖅ ᐱᓐᖑᐊᕐᓂᕐᓂ ᐊᑯᓂᐅᔪᒃᑯᑦ ᐊᒃᑐᐃᓂᖃᕐᓇᕐᒪᑦ ᐅᖃᐅᓯᑦᑎᓐᓂᒃ ᐃᓕᖅᑯᓯᑦᑎᓐᓂᓗ.

ᖃᕆᓴᐅᔭᐃᑦ ᐊᒻᒪ ᐃᓅᖅᑲᑎᒌᑦ

ᓴᓇᓯᒪᓂᖓ

ᐱᔪᓐᓇᕐᓂᖅ ᐊᖏᕐᕋᖅᑕᐅᖏᑦᑐᖅ:

ᕿᓂᕐᓂᖅ ᐱᐅᓂᖅᓴᒥᑦ ᖃᓇᓴᐅᔭᒃᑰᕈᓐᓇᐅᑎᒥᑦ ᐅᖓᓯᑦᑐᓂᑦ ᓄᓇᓕᓐᓂᑦ ᐊᒻᒪ ᓄᓇᓕᖁᑖᖑᔪᓂᖅᓴᓄᑦ

ᑎᑎᕋᖅᑐᖅ ᐋᒪ ᑳᓐ

ᐃᓱᒪᒍᕕᑦ ᓱᓕ ᐱᙳᐊᕈᑎᓂᒃ ᐊᒻᒪ ᐃᖏᕐᕋᔪᓂᒃ ᖁᕕᐊᓱᑐᐃᓐᓇᕐᔪᑎᑦ, ᐊᖏᓂᖅᓴᒥᒃ ᑕᑯᙵᓐᓇᕖᑦ. ᑲᓇᑕᐅᑉ ᑖᕆᓯᐅᓯᐅᕐᓂᕐᒧᑦ ᐱᙳᐊᕈᑎᖏᑦ ᐃᑲᔪᓚᐅᖅᑐᑦ $3.7 ᐱᓕᐊᓐᓂᒃ ᒪᑭᒪᓇᓱᐊᕈᑎᓄᑦ 2017–ᒥ ᐊᕐᑯᑎᓪᓗᐊᑕᐅᓪᓗᓂᓗ ᐊᓱᐔᖅᐸᓪᓕᐊᔪᒧᑦ ᒪᑭᒪᐃᓐᓇᕈᑎᒃᓴᓄᑦ ᐃᓅᖅᑎᑦᑎᓄᓪᓗ ᐃᓕᖅᑯᓯᕐᓄᑦ. ᓴᖅᑭᓚᐅᖅᑎᓪᓗᒍ ᓄᕙᒡᔪᐊᕐᓇᖅ-19, ᑭᐱᙳᐃᔭᖅᑎᑦᑎᓂᕐᒧᑦ ᖃᓇᓴᐅᔭᓕᓐᓛᔪᑎᑦ ᑲᑐᔾᔮᖅᑎᑦᑎᑦ ᑲᓇᑕᒥ ᖃᐅᔮᓚᐅᖅᐳᑦ ᑲᓇᑕᒥᐅᑦ ᐱᙳᐊᕋᔪᖕᓂᖅᓴᐅᓕᕐᓂᖏᓐᓂᒃ ᑲᑎᙵᖅᑎᑦᑎᖏᓐᓇᖁᓪᓗᒋᑦ ᐊᒻᒪ ᑭᐱᙳᐃᔭᖅᑎᑕᐅᑎᓪᓗᒋᑦ ᐊᓂᑦᑕᐃᓕᑎᓪᓗᒋᑦ.

ᓱᓕ, ᑭᙴᖖᒃᓴᕗᑦ ᐱᙳᐊᕈᓯᑦ ᓴᖅᑭᑕᐅᕙᓪᓕᐊᓕᖅᑎᓪᓗᒋᑦ ᑲᓇᑕᒥᐅᓄᑦ ᖃᐅᔨᔪᒪᑦᑎᐊᓚᐅᖅᐳᑦ ᓄᑖᒥᒃ ᐅᑭᐅᖃᓕᖅᑐᒥᒃ ᖃᓇᓴᐅᔭᒃᑯᑦ ᐱᙳᐊᕈᑎᓂᒃ, ᐅᓄᖅᑐᑦ ᐃᓄᐃᑦ ᓄᓇᓕᐅᓂᖅᓴᑦ ᓯᓚᑖᓃᑦᑐᑦ ᐊᑲᐅᙱᓕᐅᕈᑎᖃᓚᐅᖅᐳᑦ ᐃᑭᐊᖅᑭᕕᒃᑯᑦ ᐊᑦᑕᑕᕐᕕᐅᔪᓐᓇᖅᑐᒥᒃ. 2018–ᒥ ᐱᒋᐊᖅᖢᓂ, 41–ᐳᓴᑐᐃᓐᓇᖏᑦ ᓄᓇᓕᒡᔪᐊᖑᙳᕆᓐᓂᖅᓴᑦ ᐃᒡᓗᒥᐅᖅᑎᖏᑦ ᐊᒻᒪ 31 ᐳᓴᖏᑦ ᓄᓇᖅᑲᖅᑳᖅᓯᒪᔪᑦ ᓴᓂᕐᕙᒃᑕᐅᓯᒪᔪᑦ ᐊᑐᕈᓐᓇᓚᐅᖅᐳᑦ ᓱᒃᑲᔪᒥᒃ ᐃᑭᐊᖅᑭᕕᖕᒥᒃ. ᓄᕙᒡᔪᐊᕐᓇᖅ-19–ᒧᑦ ᐅᓄᖅᑐᓂᒃ ᐃᓕᓐᓂᐊᕐᕕᖕᓂᒃ ᓅᑦᑐᒪᑎᑦᑎᓚᐅᖅᐳᖅ ᖃᓇᓴᐅᔭᒃᑯᑦ ᐃᓕᑦᑎᕙᓪᓕᐊᓂᕐᒥᒃ, ᑕᒪᓐᓇ ᐊᔾᔨᒌᙱᓐᓂᖅ ᐱᓪᓚᕆᙳᒪᕆᓚᐅᖅᐳᖅ. ᐊᒻᒪᓗ ᐅᖃᐅᓯᐅᓯᒪᓐᖏᑉᐸᑦ, ᐊᑯᓂᐅᔪᒧᑦ ᐱᐅᙱᑦᑐᒥᒃ ᐊᒃᑐᐃᓂᖅᑲᕈᓐᓇᖅᑐᖅ ᐱᔪᓐᓇᕐᓂᖏᓐᓄᑦ ᐱᙳᐊᖅᐴᑦ ᑖᒃᑯᓇᓂ ᓄᓇᓕᓐᓂ ᐱᔪᓐᓇᕐᓗᑎᒃ ᐱᕈᖅᐸᓪᓕᐊᔪᒥᒃ ᕿᓇᐅᔭᓕᐅᕈᑕᐅᔪᓐᓇᖅᑐᒥᒃ: ᐱᕕᖃᕐᓂᖅ ᐃᓄᓐᓇᓱᐊᕐᓂᕐᒥᒃ.

ᐅᑭᐅᑦ ᖁᓕᑦ ᐊᓂᒎᖅᑐᓂᒃ, ᐱᙳᐊᑦᑎᐊᖃᑦᑕᕐᓂᖅ ᐱᓪᓚᕆᐊᓗᖕᒥᒃ ᐃᖅᑲᓇᐃᔮᖅᑎᑕᐅᓯᒪᕗᖅ. ᓲᕐᓗ ᑕᐃᔭᐅᔪᑦ Twitch, Facebook ᐊᒻᒪ YouTube, ᐱᙳᐊᖅᑏᑦ ᐊᑐᕈᓐᓇᖅᐳᑦ ᐊᔪᙱᑦᑕᒥᓂᒃ ᐱᕚᓪᓕᖅᑎᕆᓗᑎᑦ ᒪᓕᒃᑎᖏᑦ ᐊᒻᒪ ᐱᑖᖅᑎᑦᑎᔾᔪᑦ ᓈᓴᖅᑕᐅᓗᑎᒃ ᓇᒥᓂᖅᑲᖄᑦ ᑐᙵᕕᒋᓗᒋᑦ ᑎᑎᕋᖅᓯᒪᔪᑦ, ᑐᓐᓂᖅᑯᓯᐊᑦ ᐊᒻᒪ ᓂᐅᕈᑎᖅᑲᕋᓱᓲᑦ. ᒪᓕᒃᖢᒍ Twitch, ᐊᖏᓂᖅᐹᖅ ᑕᕝᓇᔫᖅ-ᐊᐅᓚᔫᓕᐅᖅᑐᑦ ᓄᓇᕐᔪᐊᕐᒥ, ᐃᒪᖅ 2-ᒥᓕᐊᓐ ᐃᓄᐃᑦ ᑕᑯᓐᓇᖅᑐᑦ ᑕᐅᑐᒍᑎᒃᑯᑦ Twitch-ᒥ ᖃᖓᑐᐃᓐᓇᕐᑎᐊᒃᑯᑦ. ᑕᐅᑐᓪᓗᐊᑕᕐᔪᑎᒃ ᑕᕝᓇᔫᒃᓴᓂᒃ ᐱᙳᐊᕐᓂᕐᓂ, ᑐᙵᕕᖓ ᐊᖏᒃᓕᒋᐊᖅᓯᒪᔪᖅ ᐱᕕᖅᖅᑎᓪᓗᒍ ᐊᑐᖅᑎᑦ ᐃᖏᕐᕋᔪᑎᒃ ᑭᓱᑐᐃᓐᓇᓂᒃ: ᓂᔾᔭᐅᓯᔭᕐᓂᖅ, ᐸᑦᑕᐃᑦ, ᒥᙳᐊᕐᓂᖅ, ᑎᔅᓯᓈᕿᔪᑦ ᐊᓯᖏᓪᓗ. 10,000-ᖏᓐᓃᑦᑐᑦ ᑕᐅᑐᒍᑎᑦ ᐃᓚᒋᔭᐅᕗᑦ Twitch-ᑯᑦ ᐱᓕᕆᐊᖅᑎᒌᓄᑦ ᐱᓕᕆᐊᒧᑦ, ᐱᕕᖃᕆᑕᐅᓪᓗᓂ ᕿᓪᓚᔾᔪᒐᕐᓄᑦ ᒪᓂᓴᐅᑎᓄᑦ, ᑎᑎᕋᖅᓯᒪᒃᑲᓂᖅᑐᓄᑦ ᐊᒻᒪ ᓂᐅᕕᐊᒃᓴᓄᑦ ᓂᐅᕿᑕᐅᔪᓄᑦ.

ᐅᓄᕐᓂᖅᓴᓄᑦ ᐃᓄᖕᓄᑦ ᓄᓇᓕᕐᔪᐊᕐᒍᓂᖅᓴᓄᑦ, ᖃᓇᓴᐅᔭᒃᑰᕐᓂᖅ ᐊᒻᒪ ᓂᐱᑦᑕᕐᓂᖅ ᐱᔭᓇᐊᖅᑲᖅᑐᓄᑦ ᖃᓇᓴᐅᔭᓕᓇᔪᓐᓇᐅᑎᓄᑦ ᓱᒃᑲᓂᖓ ᐊᔪᕐᓇᙱᑦᑐᖅ. ᓱᓕ ᐅᔾᔭᕐᓇᖅᑐᒪᓇᖕᒥᒃ ᐃᓚᒋᔭᐅᕙᖅ ᑲᓇᑕᐅᑉ ᑕᐃᔭᖖᒍᓂ ᐱᔾᔨᑦᑎᕋᖅᑕᐅᑎᑦᑎᐊᙱᓐᓇᖅᐳᖅ, ᐊᔪᓕᖅᓯᒪᕐᔪᐊᖅᓱᓂ ᕿᕐᓂᖅᑕᒥᒃ ᐊᖕᒪᔪᖅᑲᐅᖅᓱᓂ. ᒫᓇᐅᔪᖅ, ᖃᓇᓴᐅᔭᒃᑯᑦ ᑕᑯᔭᐅᕙᓛᑦ ᓱᒃᑲᓂᖏᑦ ᐱᔭᓇᐊᖅᑲᖅᑐᑦ ᑐᓂᓯᓂᐊᕐᓗᓂ ᐱᐅᔪᓂᒃ ᑕᕐᓇᔭᐅᑎᓂᒃ-ᐱᙳᐊᕈᑎᓂᒃ ᐱᑕᖃᑐᐃᓐᓇᖏᑦᑐᑦ ᐅᓄᕐᓂᖅᓴᓂ ᓄᓇᓕᒡᔪᐊᖑᙳᕆᑦᑐᓂᒃ ᑲᓇᑕᒥ.

ᐃᓱᒪᒋᓗᒋᑦ ᓈᓴᐅᑏᑦ. ᐆᒪᓇᒃᑐᖅ ᖃᓇᓴᐅᔭᒃᑯᑦ ᐱᙳᐊᕈᑎᑦ ᐊᑐᖅᑎᓂᒃ ᐱᔪᓐᓇᓇᐊᖅᑕᖅᑎᑦᑎᔪᑦ ᖃᓇᓴᐅᔭᕐᒧᐊᖅᑎᓇᓂᕐᒥᒃ ᓱᒃᑲᔪᓂᒃ ᐊᑯᓐᓂᖓᓂ 3 ᐊᒻᒪ 6 Mbps. ᐅᓄᖅᑐᑦ ᓄᓇᓕᒡᔪᐊᖑᙳᕆᓐᓂᖅᓴᑦ ᐃᑭᐊᖅᑭᕕᒃᑯᐃᑎᖅᑲᖅᐳᑦ ᐊᔪᕐᓇᖅᑐᖅᓯᐅᕈᑕᐅᓕᖅᐸᒃᖢᑎᒃ, ᐅᕝᕙᓘᓐᓃᑦ ᐊᔪᖅᖢᑎᒃ, ᓱᒃᑲᓯᖅᑎᑦᑎᕙᒃᖢᑎᒃ. ᒪᓕᒃᖢᒋᑦ ᑎᑎᕋᖅᓯᒪᔪᑦ ᓴᖅᑭᑕᐅᔪᑦ ᑲᓇᑕᒥ ᐃᑭᐊᖅᑭᕕᒃᑯᑦ ᑎᑎᕋᖅᑕᐅᔪᓄᑦ ᐱᔪᓇᐅᑎᓕᖕᓄᑦ (CIRA), ᐆᒃᑐᕋᐅᑕᐅᓚᐅᖅᑐᑦ ᒪᐃ 2019 ᐊᒻᒪ ᐊᐃᕐᓕ 2020 ᐊᑯᓐᓂᖓᓂ ᑕᑯᒃᓴᐅᑎᑦᑎᕗᑦ ᓱᒃᑲᑎᒋᓂᖏᑦ ᓄᓇᓕᒡᔪᐊᖑᙳᕆᓐᓂᖅᓴᑦ ᑲᓇᑕᒥ, "ᐊᑐᕋᔪᖕᓂᖅᓴᐅᓪᓗᑎᒃ, ᖁᑦᑎᖅᓱᖅᖢᑎᒃ ᓱᒃᑲᐃᓐᓂᖅᓴᐅᓪᓗᑎᒃ ᓱᒃᑲᓴᕐᓂᖅᓴᐅᓪᓗᑎᒃ." ᐊᒻᒪ ᓱᓕ, ᓄᕙᒡᔪᐊᕐᓇᖅ-19 ᓄᓇᕐᔪᐊᕐᒥ ᖃᓂᒪᒍᑕᐅᕙᓪᓕᐊᑎᓪᓗᒍ, ᐊᑯᓂᖅᓱᖅᑐᑦ ᓄᓇᓕᒡᔪᐊᖑᙳᕆᓐᓂᖅᓴᑦ ᐊᑐᖅᑏᑦ ᑲᑕᒃᐸᓪᓕᐊᖏᓐᓇᖅᐳᑦ, ᓄᓇᓕᒡᔪᐊᖑᙳᕆᓐᓂᖅᓴᑦ ᐊᑐᖅᑏᑦ ᖃᐅᔨᓯᒪᓪᓚᖅᖢᑎᒃ ᓄᑖᓂᒃ ᐱᓕᕆᐊᖑᕕᕈᓐᓇᖅᑐᓂᒃ ᓱᒃᑲᓂᖅᓴᒃᑯᑦ, ᑕᑎᒋᔭᒃᓴᐅᓂᖅᓴᓂᒃ ᐊᒃᑐᐊᖅᑕᑦᑕᐅᑎᔪᓂᒃ.

"ᑎᑎᕋᖅᓯᒪᔪᑦ ᓴᖅᑭᑕᐅᔪᑦ ᑕᑯᒃᓴᐅᑎᑦᑎᕗᑦ ᐱᑕᖅᑲᙱᓐᓂᐅᔪᒥᒃ ᓱᒃᑲᓯᖅᑎᕆᔪᓂᒃ ᓄᓇᓕᒡᔪᐊᖑᙳᕆᓐᓂᖅᓴᓂᒃ ᐊᒻᒪ ᓄᓇᓕᒡᔪᐊᖑᙳᕆᑦᑐᓂᒃ ᑲᓇᑕᒥᐅᓂᒃ ᐱᔭᐅᕙᓪᓕᐊᔪᓂᒃ–ᐱᑕᖅᑲᙱᓐᓂᐅᔪᖅ ᐊᖏᓂᖅᓴᐅᖅᑰᔨᓪᓗᓂ ᐃᓅᖅᑎᑦ ᐅᖓᓯᒌᒃᑕᓇᐊᖅᑎᓪᓗᒋᑦ ᐊᒻᒪ ᐊᖏᕐᕋᖅᓯᒪᓪᓗᑎᒃ ᐱᓕᓇᓪᓗᑎᒃ," ᐅᖃᖅᐳᖅ ᑕᐃᕝ ᑖᔅᕗᐃᑦ, ᐊᖓᔪᖅᑳᖅ ᑐᓪᓕᐊ ᐱᕐᑯᑎᓄᑦ CIRA–ᑯᓐᓄᑦ. ᑖᒃᑯᐊ ᐊᔭᐅᖅᑐᐃᔪᑦ ᑲᓇᑕᐅᑉ ᒐᕙᒪᒃᑯᖏᓐᓂᒃ ᓱᑲᑦᑕᕆᐊᖅᑎᑦᑎᕐᑯᑎᓪᓗᒋᑦ ᖃᓄᐃᓐᓂᒃ ᐱᑐᒃᓯᒪᐅᑎᓂᒃ ᓄᓇᓕᖅᑖᕐᒍᓂᖅᓴᓄᑦ ᐊᒻᒪᓗ ᐱᔾᔨᑦᑎᖅᑕᐅᑦᑎᐊᕐᓂᑦᑐᓄᑦ ᓄᓇᓕᖕᓄᑦ.

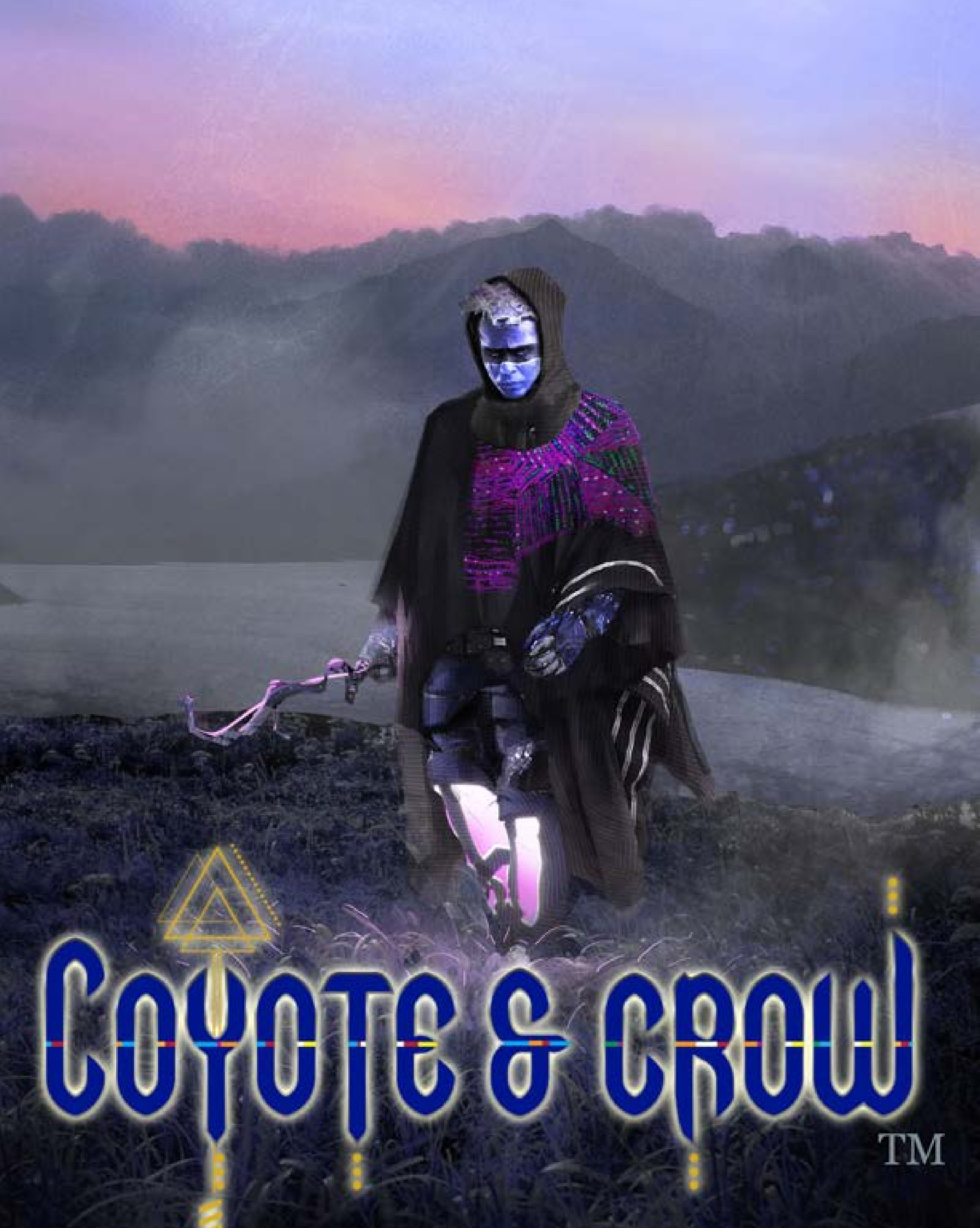
ᓄᕙᐱᓇ 2020–ᒥ, ᑲᓇᑕᐅᑉ ᐊᖓᔪᖅᑳᕐᔪᐊᖓ ᔭᔅᑎᓐ ᑐᕈᑑ ᐱᒋᐊᖅᑎᑦᑎᓚᐅᖅᐳᖅ $1.75 ᐱᓕᐊᓐᓂᒃ ᓄᓇᕐᔪᐊᕐᒥ ᖃᓇᓴᐅᔭᓕᓇᔪᓐᓇᐅᑎᓄᑦ ᕿᓇᐅᔭᓂᒃ, ᑐᓴᖅᑎᑦᑎᓚᐅᖅᖢᑎᒡᓗ ᒐᕙᒪᒃᑯᑦ ᓈᒻᒪᖕᓂᖏᓐᓂᒃ ᐊᑦᑕᑕᖅᑎᑦᑎᔪᒪᓪᓗᑎᒃ 98–ᐳᓴᖓᓂᒃ ᑲᓇᑕᒥᐅᑦ ᓱᒃᑲᓴᖅᑐᒥᒃ ᐃᑭᐊᖅᑭᕕᓕᓇᔪᓐᓇᐅᑎᒧᑦ 2026–ᒧᑦ ᑎᑭᓪᓗᒍ. ᐃᓚᒋᔭᐅᓪᓗᓂ ᐱᓇᔪᒃᑕᐅᔪᓄᑦ ᐱᐅᓯᒋᐊᖅᑎᑦᑎᔪᒪᓪᓗᓂ ᐊᑐᕈᓐᓇᕐᓂᕐᒥᒃ ᖁᑦᑎᒃᑑᑦᑐᒥᒃ ᐃᑭᐊᖅᑭᕕᖕᒥᒃ ᓄᓇᓕᒡᔪᐊᖑᙳᕆᓐᓂᖅᓴᓂ ᐃᓂᓂ, ᐃᓱᒪᒃᓴᖅᓯᐅᑎᐊᖅᓯᒪᓂᖅ, ᖃᐅᔨᓴᖅᑐᓕᕆᓂᖅ ᕿᓇᐅᔭᓕᐅᕋᓱᒃᐸᖕᓂᕐᒧᓪᓗ ᑲᓇᑕᒥ ᑐᓂᓯᓯᒪᕗᑦ ᐱᓕᐊᓐᓂᒃ ᑖᓐᓇ Elon Musk's SpaceX-ᖑᔪᖅ ᐊᐅᓚᑦᑎᓂᕐᒧᑦ ᐊᖏᖅᓯᓂᕐᒥᒃ ᐱᒋᐊᖅᑎᑦᑎᔪᒪᓪᓗᑎᒃ ᐊᐅᓚᓂᖓᔭᐅᕝᑐᓂᒃ ᐅᕙᓂ, ᑕᐃᔭᐅᔪᖅ Starlink Constellation satellation satellite Network–ᒥᑦ ᑲᓇᑕᒥ. ᓇᖕᒥᓂᐅᔪᖅ ᐊᐅᓪᓚᖅᑎᑦᑎᓯᒫᓂᓕᖅᑐᑦ ᐃᓚᐅᕐᑯᔨᔪᓂᒃ ᑲᓇᑕᒥᐅᓂᒃ, ᓂᐅᕕᖅᐸᒃᑐᑦ ᐱᔪᒃᓯᑦᑎᐊᖅᑎᓪᓗᒋᑦ ᓂᐅᕕᐊᒃᓴᑦ ᐱᕈᖅᐸᓪᓕᐊᑎᓪᓗᒋᑦ ᑲᔪᓯᑎᐊᓚᐅᖅᑎᓪᓗᒋᑦ ᓄᓇᓕᒡᔪᐊᖑᙳᕆᓐᓂᖅᓴᓂ ᐊᒥᐊᓕᑲᕐᒥ.

ᑖᒃᑯᐊ Starlink–ᖑᔪᖅ ᑎᑭᐸᑦ ᑲᓇᑕᒧᑦ ᐃᑲᔪᕈᓐᓇᖅᑐᖅ ᐃᓚᖏᓐᓂᒃ ᐱᙳᐊᖅᑎᓂᒃ ᐃᓂᖅᑲᕐᓗᑎᒃ ᖃᓇᓴᐅᔭᖃᓛᒃᑯᑦ ᑕᑯᒃᓴᐅᑎᑦᑎᓗᑎᒃ ᐊᔪᙱᓐᓂᖏᓐᓂᒃ ᐱᕈᖅᐸᓪᓕᐊᔪᓂᒃ ᐱᓕᕆᕝᕕᖕᓂ. ᒫᓇᒧᑦ ᑎᑭᖦᖢᒍ, ᑕᐅᓴᖏᓐᓃᑦᑐᑦ ᐃᓄᐃᑦ ᑲᓇᑕᓕᒫᒥ ᐃᓄᐆᑎᑕᐅᓂᐊᖅᐳᑦ ᑕᒪᖅᑕᐅᓗᑎᒃ ᖃᓇᓴᐅᔭᒃᑯᑦ ᐊᕕᒃᓯᕕᐅᓗᑎᒃ. &

ᑎᑎᕋᖅᓯᒪᔪᑦ ᖃᐅᔨᓴᖅᑕᐅᓂᑯᐃᑦ

ᖃᓇᓴᐅᔭᓕᕆᓂᖅ ᐊᒻᒪ ᑐᓴᐅᒪᖅᑎᕆᓂᖅ

ᖃᓇᓴᐅᔭᐃᑦ ᐊᒻᒪ ᐃᓅᖅᑎᑦ


Coyote & Crow
TM

(STEAM-ᖑᔪᖅ) ᖃᐅᔨᓴᖅᑐᓕᕆᓂᖅ, ᖃᕆᓴᐅᔭᓕᕆᓂᖅ, ᐋᖅᑭᒃᓱᐃᓂᖅ, ᓴᓇᙳᐊᕐᓂᖅ, ᓈᓴᐅᓯᕆᓂᖅ ᐊᕙᑎᑦᑎᓐᓂᑦ

ᐱᐅᓯᕆᓭᐅᕙᓚᐅᖅᑐᓂᑦ ᐅᑎᖅᑎᑕᐅᓃᑦ:

ᑕᐃᔭᐅᔪᖅ Coyote & Crow-ᒥᑦ ᐃᔾᔭᐃᓂᖅ ᐃᓄᙳᐊᕐᕆᓐᓂᑦ ᐱᙳᐊᕈᑎᓂᑦ ᐊᓯᒌᖅᑯᕉᙱᑕᖓ ᐃᔾᔭᐃᓂᖅ ᐃᓄᙳᐊᕐᕆᓐᓂᑦ ᐱᙳᐊᕈᑎᓂᑦ

ᑎᑎᕋᖅᑐᖅ ᑭᒪ ᕗᐃᓗ

ᑕᐅᑐᙵᐊᕆᑦ ᓄᓇᕐᔪᐊᕐᒥ ᖃᓪᓗᓈᑦ ᓄᓇᑐᖃᕆᙱᑕᕐᕆᓐᓂᒃ. ᑳᓄ ᐊᓕᒃᔮᓐᑐ, ᑖᓐᓇ Cherokee ᐱᙳᐊᕈᑎᒥᒃ ᐋᖅᑭᒃᓱᐃᔾ, ᑕᐃᒪᐃᓕᐅᑐᐃᓐᓇᓚᐅᖅᑐᖅ, ᓴᓇᑎᓪᓗᒍ ᐅᑯᓂᖓ Coyote & Crow-ᒥᑦ ᐱᙳᐊᕈᑎᖓ (RPG) ᓴᖅᑭᑎᑦᑎᓚᐅᖅᑐᖅ Kickstarter-ᖑᔪᒥᑦᑮᓇᐅᔭᓂᒃ ᐱᕈᖅᓴᐃᓂᕐᒧᑦ ᑐᕌᓖᓇᔭᐅᔪᒥᑦ ᒫᔾᔨ 2021-ᒥ. ᑕᑯᒃᓴᐅᑎᑦᑎᓪᓗᓂ ᐱᔪᒪᓂᖃᑦᑎᐊᕐᓂᕐᒥᓂᒃ ᓄᓇᖃᖅᑳᖅᑐᑦ ᐱᙳᐊᕈᓯᕆᓐᓂᒃ, ᐱᓕᕆᐊᖑᔪᖅ ᓯᕗᓪᓕᖅᐹᒥ ᑮᓇᐅᔭᑎᒧᑦ ᑐᐋᕌᖃᓚᐅᖅᐳᖅ $18,000-ᓂᒃ 45 ᒥᓂᑦᓯᓂᒃ. ᐃᑲᕐᕋᑦ 24 ᐃᓗᐊᓂ, $200,000-ᓂᒃ ᐱᕈᖅᓴᐃᓇᓱᓕᓚᐅᖅᓯᒪᕗᑦ, ᐊᒻᒪ ᓈᓴᐃᓪᓗᑎᒃ.

ᑖᓐᓇ ᑭᐳᑉ ᖃᕐᒪᓃᑦᑐᖅ RPG-ᒋᔭᐅᔪᖅ ᐱᐅᕗᖅ ᐅᑯᓄᖓ Dungeons &Dragons-ᓄᑦ ᐊᑐᖅᐸᑐᓂ ᒪᒃᐱᖅᑐᒐᕐᒥᒃ, ᐱᙳᐊᖅᑎᑦ ᓴᖅᑭᑎᑦᑎᕙᒃᐳᑦ ᓇᕐᒥᓂᖅ ᖃᓄᐃᓕᐅᕈᓯᕆᕙᒃᑕᒥᕐᓂᒃ ᐱᓕᕆᐊᖃᓕᖅᐸᒃᐸᑎᒡᓗ ᓇᓗᓇᐃᔭᐃᓪᓗᑎᒃ ᖃᓄᖅ ᐃᓕᖅᑯᓯᖃᕐᒪᙶᑕ. ᐊᓕᒃᔮᓐᑐ ᐊᒻᒪ ᐱᓕᕆᖃᑎᖕᒋᑦ ᐱᕙᓪᓕᐊᑎᑦᑎᔾᔪᑦ ᐱᕙᕖᔭᖅᐸᓪᓚᐊᕗᑦ ᓴᖅᑭᑎᑰᑭᒪᓪᓗᑎᒃ 300-ᓂᒃ ᒪᒃᐱᖅᑐᒐᕐᓂᒃ ᑎᓯᔪᓂᒃ ᐅᖃᓕᒫᒐᕐᒥᒃ, ᒪᓕᒃᑐᒍ, ᖃᐅᔨᑎᑦᑎᕗᖅ "ᐅᔾᔨᕈᓱᑦᑎᐊᖅᑐᒥᒃ ᓄᓇᕐᔪᐊᕐᒥ ᐱᓕᕆᐊᖑᖃᑦᑕᖅᑐᒥᒃ ᑖᒃᑯᓇᓂ ᐱᓕᕆᐊᖑᙱᕈᓇᖅᑐᓂᒃ."

ᐅᓂᒃᑳᖅᑐᐊᖅ ᐅᑯᐊᒃ Coyote ᐊᒻᒪ Crow ᐱᒋᐊᕐᓂᖃᖅᐳᖅ ᑕᕆᐅᑉ ᐊᑭᐊᓂᙵᖅᑐᓂᒃ 700 ᐊᕐᕌᒍᐃᑦ ᐊᓂᒍᖅᓯᒪᓕᖅᑐᓂᒃ, ᐅᑎᖅᑎᕆᓗᒍ ᑕᐃᑲᓐᖓᓂᑑᖄᓗᕐᒥᑦ ᐊᕐᕋᒍᕆᓐᓄᑦ. ᑕᐃᒪᐃᒻᒪᑦ, ᑕᕆᐅᑉ ᐊᑭᐊᓂᙵᖅᑐᑦ ᐊᒥᐊᓕᐅᐃᑦ ᐅᐊᙵᕐᒪᓂᙵᓕᐅᖅᓯᒪᙱᑦᑐᑦ ᐊᒻᒪ ᓄᓇᖅᑳᖅᓯᒪᔪᑦ ᐃᓄᒋᐊᕐᓂᕐᒋᑦ ᐱᕈᖅᐸᓪᓕᐊᕆᓐᓇᓚᐅᖅᐳᑦ ᐊᒻᒪ ᐊᓯᔾᔨᖅᐸᓪᓕᐊᓪᓗᑎᒃ.

ᐊᓕᒃᔮᓐᑐ ᐱᓕᕆᐊᖃᖅᓯᒪᔪᖅ ᑖᔅᓱᒥᖓ Coyote ᐊᒻᒪ Crow-ᒥᑦ ᐊᕐᕌᒍᓄᑦ ᒪᕐᕉᓄᑦ, ᓇᒻᒥᓂᖅ ᖃᐅᔨᓴᖅᖢᓂ ᐊᒻᒪ ᓇᒻᒥᓂᖅ ᐱᕙᓪᓕᐊᑎᑦᑎᓪᓗᓂ ᐱᙳᐊᕐᓂᕐᒥᑦ, ᐃᖅᑲᓇᐃᔭᓕᖅᑎᑦᑎᕆᐊᓚᐅᖅᓯᒪᓐᑎᓪᓕᕆᒍ ᓄᓇᖅᑳᖅᓯᒪᔪᓂᑦ ᖃᐅᔨᒪᔨᒪᓇᓐᓂᑦ ᐃᓱᒪᒋᔭᕆᓐᓂᑦ ᓴᖅᑮᔪᓐᓇᖅᑐᓂᑦ ᓯᓚᕐᔪᐊᕐᒥᑦ ᐱᕈᖅᐸᓪᓕᐊᑎᑦᑎᓂᕐᒥᑦ. ᑖᓐᓇ Cherokee Chef Nico Alberta ᐃᑲᔪᓚᐅᖅᐳᖅ ᐃᓗᐃᑦᑐᒥᑦ ᓂᕿᓕᕆᓂᕐᒥᑦ, ᐅᖃᐅᓯᓕᕆᔾ ᑐᕌᕚ ᕌᐳᑦ ᓴᖅᑭᑎᓪᓗᓂ ᓱᓕᔪᒥᑦ ᑕᐅᕝᔪᓂᖑᑦ ᐅᖃᐅᓯᖕᒥᑦ ᑐᙱᕕᖃᖅᓗᓂ ᓄᓇᖃᖅᑳᖅᓯᒪᔪᑦ ᐅᖃᐅᓯᖏᓐᓂᑦ.

Coyote &Crow-ᖑᓂᕋᖅᑕᐅᔪᖅ ᐋᖅᑭᒃᑕᐅᓯᒪᕗᖅ ᐅᐊᖕᓇᒥ, ᓂᒋᖅᐸᓯᐊᓂ ᐊᒻᒪᓗ ᕿᑎᖅᐸᓯᐊᓂ ᐊᒥᐊᓕᒃᑲᓂᑦ. "ᐋᔾᔨᑐᐃᓐᓇᖏᓐᓂᒃ [ᓇᓗᓇᐃᔭᖅᑕᕗᑦ ᐅᓪᓗᒥ] ᑭᓯᐊᓂ ᐱᙳᐊᖅᑎᓪᓗᒋᑦ, ᐱᙳᐊᖅᑎᑦ ᐅᖃᐅᓯᖃᖅᐳᑦ ᐊᒥᐊᓕᕐᒪᐃᑦ ᐅᐊᙵᖕᒐᓂ ᒫᑲᓯᖕ (Makasing), ᐊᒥᐊᓕᑲᐅᑉ ᕿᑎᖅᐸᓯᐊᓂ ᐋᓴᔮᖕ (Azayang) ᐊᒻᒪ ᐊᒥᐊᓕᒪᐃᑦ ᓂᒋᐊᓂ ᐋᐸᔮᖕ (Abayang) ," ᐅᖃᖅᑐᖅ ᐊᓕᒃᔮᓐᑐ.

"ᐱᕖᒃᓴᓕᐅᖅᑐᒧᑦ ᐃᓱᒪᓪᓗᑕᓗ ᓴᖅᑭᑦᑎᓇᓱᒃᑲᑕ ᐃᓂᒥᒃ ᐃᓅᑐᐃᓐᓇᐅᖅᑯᕐᔫᙱᑦᑐᒥᒃ-ᑐᕌᓕᕆᔭᑦᑕ ᐃᓚᖓ ᓴᖅᑭᑎᔪᒪᓪᓗᑕ ᓂᕆᐅᕐᓂᖃᑦᑎᐊᖅᑐᒥᒃ ᓂᕆᐅᕐᓂᕐᒥᓪᓗ ᑭᓯᐊᓂ ᐃᓱᒪᑦᑎᐊᕐᓇᙱᕐᓗᓂ, ᐊᒻᒪ ᐱᐅᓗᐊᕌᓗᙱᕐᓗᓂ."

ᐱᙳᐊᕐᓂᖅ ᑐᕌᖃᖅᑐᖅ ᑕᒪᒃᑭᖅᑐᓂᑦ ᓄᓇᖃᖅᑳᖅᓯᒪᔪᓂᑦ ᓄᓇᖃᖅᑳᖅᓯᒪᕆᑦᑐᓂᓪᓗ ᐱᙳᐊᖅᑎᓂᑦ, ᓴᖅᑭᑦᓯᔪᓂᑦ ᐊᔾᔨᐅᕆᑦᑐᓂᑦ ᐊᑦᓱᕉᑎᓂᑦ.

"ᓴᖅᑭᑎᔭᕆᐊᖃᓚᐅᖅᑐᒧᑦ snippets-ᓂᒃ ᐱᙳᐊᖅᑐᓂᒃ ᐅᖃᖅᑕᑦᑎᓐᓂ, 'Hᐊᐃ! ᓄᓇᖃᕈᕖᑦ ᖃᐃᖁᔨᕗᒧᑦ ᐃᓕᕐᓂᑦ ᐃᓕᖅᑯᓯᕐᓂᑦ ᐱᐅᓯᑐᖃᔅᓯᓐᓂᓪᓗ ᑖᔅᓱᒪ ᐱᙳᐊᕐᓂᕐᒧᑦ ᐃᓚᓯᓂᕐᒥᑦ ᑎᐱᕆᓂᑦ ᐱᙳᐊᕐᓂᕐᒧᑦ. ᓄᓇᖃᙱᒃᑯᕕᑦᑐ, ᐊᐱᕆᕗᒧᑦ ᑕᐃᒪᐃᓕᐅᖃᑦᑕᖁᙱᖔᖅᑎᑦ [ᓯᕗᓂᐊᒧᑦ ᓇᓗᓇᐃᖅᑕᐅᓯᒪᕚᖅᑐᖅ ᐱᙳᐊᕐᓂᖅ]," ᐅᖃᖅᑐᖅ ᐊᓕᒃᔮᓐᑐ.

12-ᖑᔪᑦ ᓄᓇᓕᖅᔪᐊᑦ ᐃᓄᒋᐊᒃᑐᑯᓘᕗᑦ ᐊᒻᒪᓗ ᑕᐃᒃᑯᐊ ᐅᓄᖅᑐᓂᒃ ᐱᓇᐊᓱᒃᑐᑎᒃ. (ᐊᒥᐊᓕᖕᒥ ᓴᓇᔭᐅᓯᒪᔪᖅ ᐱᙳᐊᕈᑎ, ᐊᓱᐃᓈᒃ ᐊᑐᕐᓂᖓ ᑕᐃᒨᓯᖅ 'tribes' ᖃᐅᔨᒪᔭᐅᓇᔭᖅᑐᖅ ᑲᓇᑕᒥ ᓄᓇᖃᖅᑳᖅᑐᑦ).

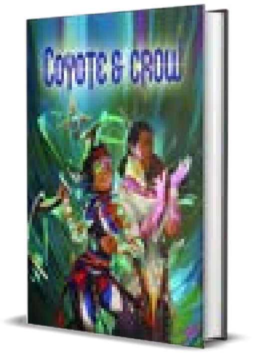
"ᖃᓄᕐᓕ 700-ᓄᑦ ᐊᕐᕌᒍᓄᑦ ᐃᓱᒪᒃᓴᖅᓯᐅᑦᑎᐊᖅᓯᒪᓗᓂ ᑕᐅᑦᑐᖅᑲᐸ [ᓄᓇᖃᖅᑳᖅᑐᑦ] ᐃᓕᖅᑯᓯᕆᓐᓄᑦ ᐃᓱᒫᓘᑎᖃᙱᑦᑐᓄᑦ ᖃᓪᓗᓈᖑᖃᑎᖀᙱᓐᓂᕐᒥᒃ ᑕᒪᕐᒥᑦᑎᐊᕐᓗ ripple-ᒥᑦ ᐊᒃᑐᖅᓯᓂᐅᕙᒃᑐᑦ?" ᐊᐱᕆᕗᖅ ᐊᓕᒃᔮᓐᑐ. ᐃᓱᒪᒃᑯᑎᖃᕐᓂᐊᖅᑐᑦ ᑭᐅᔪᒪᒍᑎᒃ ᑕᒪᑐᒥᖓ.

ᑕᐃᒃᑯᐊ ᑕᕆᐅᑉ ᐊᑭᐊᓂᒥᐅᑦ ᖃᓄᐃᓕᓐᓂᕐᒪᑕ? ᐊᓕᒃᔮᓐᑐᐅᑉ ᑭᐅᔾᔪᑎᖓ: "ᖃᓄᐃᓗᐊᙱᑦᑐᖓ."

ᑖᔅᓱᒧᖓ Coyote ᐊᒻᒪ Crow, ᓯᕗᓂᒃᓴᖅ ᑕᑯᒥᓇᑦᑎᐊᖅᑐᖅ. ᑲᔪᓯᑦᑎᐊᓚᐅᖅᑎᓪᓗᒋᑦ Kickstarter-ᑯᑦ, ᐊᓕᒃᔮᓐᑐ ᓂᕆᐅᒃᐳᖅ ᐱᙳᐊᕐᓂᐊᕐᓂᕐᒥᒃ Kickstarter backers-ᓄᑦ 2021 ᓄᕐᖑᐊᓂ ᐊᒻᒪ ᓂᐅᕝᕕᖕᓂ ᖁᕕᐊᓱᒃᕕᖕᒥ ᓈᒻᒪᖅᑰᑦᑎᓗᑎᒃ. ᑭᓱᐊᓂᓕ, ᓇᓗᓇᐃᖅᓯᔪᖅ ᐅᖃᓕᒫᒐᕐᒥᑦ ᐃᓂᖅᑎᕆᔾᔪᑎᐅᔪᒥᑦ ᑭᓱᑦ ᓴᖅᑭᖃᑦᑕᕐᒪᖔᑕ ᓵᙱᓂᖃᑦᑎᐊᕐᓂᕐᒥᑦ.

"ᐊᓕᐊᓇᐃᒍᓱᒃᑐᖓ ᖁᕕᐊᓱᖕᓂᕋᕐᓗᖓ ᐅᕝᕙᓅᓐᓃᑦ ᐊᓕᐊᓇᐃᒍᓱᒃᑐᖓ [Kickstarter-ᑯᑦ ᖃᓄᐃᓕᖓᔾᔪᑎᖏᓐᓂ], ᑭᓯᐊᓂ ᓱᓕᔪᖅ ᑕᐃᒪᓐᓇ ᑲᔪᓯᑎᐊᕐᓂᖅᑲᕐᓗᓂ, ᐱᓕᕆᐊᒃᓴᖅᑲᕐᓂᖅᓴᐅᓕᖅᑐᑦ ᒫᓐᓇ," ᐅᖃᖅᑐᖅ. "ᑕᒪᓐᓇ ᐱᐅᒋᕙᕗᑦ. ᑐᑭᖃᑐᐃᓐᓇᖅᐳᖅ ᐱᒻᒪᕆᐅᓂᖅᓴᐅᓂᖓᓂᒃ ᐱᑎᑦᑎᕙᒃᑐᑕ ᐱᐅᔪᓂᒃ ᐱᙳᐊᕈᑎᓂᒃ ᐅᖃᐅᓯᖅᖃᖅᑐᓂᒃ ᓄᓇᖃᖅᑳᖅᑐᓄᑦ ᐱᙳᐊᖅᑎᖁᑎᑦᑎᓐᓄᑦ ᓴᖅᑭᑎᑦᑎᓗᓂᓗ ᐱᐅᔪᒥᒃ ᑕᐅᑐᖅᑰᖅᑕᖅᑲᕐᓂᒥᒃ ᓄᓇᖃᖅᑳᖅᑐᓄᑦ ᐃᓄᖕᓄᑦ ᓄᓇᖃᖅᑳᖅᓯᒪᙱᑦᑐᓄᑦ ᖁᙱᐊᕆᐊᖅᓯᒪᔪᓄᑦ. ᑕᒃᑯᐊ ᐱᕕᒃᓴᐃᑦ ᓴᖅᑭᖑᔪᙱᒻᒪᑕ ᐊᒻᒪᓗ ᐱᐅᓂᖅᐹᒥᒃ ᐊᒃᑐᐃᓂᖃᕈᓪᓗᑕ.

ᓂᕆᐅᒃᐳᖓ ᐊᓯᙵᑦ ᐅᖃᓕᒫᕆᓕᐅᖅᑏᑦ ᖃᐅᔨᒪᖁᓪᓗᒋᑦ ᑕᐃᒪᓐᓇᐃᑦᑐᒥᒃ ᑭᒡᒐᖅᑐᐃᓂᖅ ᐃᒋᑦᑎᖃᑦᑕᔫᙱᒪᑦ ᐃᓄᖕᓂᒃ ᓴᐅᓂᕐᓂᒃ. ᐃᓄᐃᑦ ᐱᔪᒪᔭᖓ." &



ᑎᑎᕋᖅᓯᒪᔪᑦ ᖃᐅᔨᓴᖅᑕᐅᓂᑯᐃᑦ

ᖃᕆᓴᐅᔭᐃᑦ ᐊᒻᒪ ᐃᓅᖃᑎᒌᑦ

ᓴᓇᓯᒪᓂᖓ

ᖃᐅᔨᒃᑲᓐᓂᕈᒪᒍᕕᑦ ᑖᔅᓱᒥᖓ Coyote & Crow-ᒥᑦ ᐅᕝᕙᓐᖓᕐᓗᑎᑦ coyoteandcrow.net

ᐋᓕᒃᓴ ᓯᒥᓯ, ᐊᐅᓚᑦᑎᔨ ᖃᕆᑕᐅᔭᓄᑦ ᑲᔪᓯᑎᐊᕐᓂᕐᒧᑦ ᓄᓇᕗᒻᒥ

ᖁᕕᐊᓱᑦᑎᐊᖅᐳᒍᑦ:

ᐱᓕᕆᐊᖃᖅᑎᑦᑎᓪᓗᑕ ᓄᓇᕗᑦ ᓄᓇᖑᐊᕐᒥᑦ ᐱᙳᐊᕐᓂᒃᑯᑦ

ᑎᑎᕋᖅᑐᖅ ᔭᐃᒥ ᓯᐅᔾᔪᒡ

ᐃᖏᖅᑎᓪᓗᒍ "ᔮᒥᖕᒥᑦ ᑕᐃᑰᓯᓕᖕᒥᑦ," ᐸ̇ᐸ ᒫᓕ ᐃᖏᖅᑐᖅ ᐅᐱᒍᓱᖕᓂᕐᒥᒃ ᓱᓕᔪᒥᒡᓗ. ᑐᓴᕐᓂᕆᔭᐅᕙᐊᖅᑐᑦ ᐃᖏᕆᐅᓯᕐᒧᑦ ᖁᕕᐊᓱᖕᓂᐅᑉ ᒥᒃᓵᓄᑦ-ᑭᓯᐊᓂ ᐅᖃᐅᓯᖃᖅᑐᑦ ᖃᓄᖅ ᐱᙳᐊᕐᓂᖅ ᖁᓱᔪᓐᓃᖅᑎᑦᑎᕙᓇᖓᓪᓚᑦ ᐃᑲᔪᕐᓗᓂᓗ ᐅᓂᒃᑳᕐᓂᕐᒥᒃ.

ᐊᕐᕌᒍᑕᓖᑦ, ᓄᓇᕗᐊᕐᒥᑦ ᐱᙳᐊᖅᑎᑦᑎᓂᖅ, ᑲᑐᔾᔨᖃᑎᒌᑦ ᐱᒋᐊᖅᑎᑕᐅᓚᐅᖅᓯᒪᕙᑦ 2008-ᒥ, ᐱᙳᐊᖅᑎᑦᑎᕙᒃᐳᑎᒃ. ᔮᓐ ᐃᓂᕕᓃᑦ ᓴᓇᔭᐅᕙᒃᐳᑦ ᓄᓇᕗᐊᓕᒫᒥ ᐃᓚᐅᕙᓪᓗ ᓴᖅᑭᑎᑦᑎᕙᒃᐳᑦ ᐱᙳᐊᒐᒃᓴᓂᒃ ᑕᒪᓐᓇ ᑐᙵᕕᖃᖅᑎᑕᐅᓪᓗᓂ ᐱᔾᔪᑕᐅᕙᒥᒃ ᐅᖃᐅᓯᐅᕙᒥᒃ ᐱᒋᐊᓕᓵᕐᓂᖓᓂ ᔮᓐ. ᖃᓄᐃᓕᐅᕐᕕᐅᓂᐊᖅᑐᑦ 100 ᐅᖓᑖᓂ ᓄᓇᓖᑦᕙᐊᓂ, ᐊᒻᒪ 1000 ᐅᖓᑖᓂ ᐱᙳᐊᖅᑎᑦᑎᓯᒪᓕᖅᑐᑦ.

ᓄᓇᕗᒻᒥ ᓄᓇᕐᔪᐊᕐᒥ ᐱᙳᐊᕈᑎᑦ ᔮᓐ ᐊᑎᓕᐅᖅᑕᐅᕐᑲᑕᐅᓚᐅᖅᐳᖅ ᓄᓇᕐᔪᐊᕐᒥ ᐱᙳᐊᕈᑎᓄᑦ ᔮᓐ ᔭᓄᐊᕆ 2021 ᐱᒋᐋᓵᖅᑎᓪᓗᒍ ᔮᓐ ᐃᓂᒋᔮᓂᑦ. ᔮᓄᐊᕆ 29-ᒥᑦ 31-ᒧᑦ, ᐃᖃᓗᖕᓂ ᓴᓇᕙᒃᑐᑦ ᐱᙳᐊᖅᑎᑦᑎᔪᓐᓇᓚᐅᖅᐳᑦ. ᐃᓚᐅᕗᕕᐅᔪᑦ 6-ᓄᑦ ᐃᓚᒋᔭᐅᔪᓄᑦ ᓄᓇᓕᖕᓂ, ᐱᖓᓱᑦ ᐃᓕᓐᓂᐊᖅᑎᐅᓪᓗᑎᒃ ᐃᓄᒃᓱᒃ ᖁᑦᑎᖕᓂᖅᓴᒥ ᐃᓕᓐᓂᐊᕐᕕᖕᒥ, ᑕᒪᓐᓇ ᐱᓕᕆᐊᖑᔪᖅ ᑎᓕᐅᕆᓚᐅᖅᐳᖅ ᐱᙳᐊᕐᓂᕐᒥᒃ ᐋᖅᑭᒃᓯᐃᕙᓪᓕᐊᓂᕐᒥᒃ ᐊᑐᖅᑕᐅᓂᐊᕐᓗᓂ ᐊᑲᐅᙱᓕᐅᕈᑎᒋᔭᐅᔪᓂᒃ ᐋᖅᑭᒃᓯᒪᓕᖅᑎᑎᓂᕐᒥᒃ, ᐱᓕᕆᖃᑎᒌᖕᓂᕐᒥᒃ ᐅᖃᐅᓯᖃᕐᓂᕐᒥᒡᓗ.

"ᑕᕝᕗᓇ ᔮᓐᑯᑦ, ᐃᓚᐅᔪᑦ ᓴᖅᑭᑎᓚᐅᖅᐳᑦ ᓴᓇᐅᒐᕐᓂᒃ, ᐃᓗᓕᖃᖅᑐᓂᒃ ᑐᓴᕐᓇᒐᒃᓴᓂᒃ, ᐅᓂᒃᑳᖅᑐᐊᓂᒃ ᐊᒻᒪ ᓇᓗᓇᐃᒃᑯᑎᖅᓯᒪᔪᓂᒃ ᒪᕿᙵᓂ ᐱᙳᐊᕈᓯᕐᓂᒃ," ᐅᖃᖅᑐᖅ ᐋᓕᒃᓴ ᓯᒧᓯ, ᐊᐅᓚᑦᑎᔨ ᖃᕆᑕᐅᔭᕐᓄᑦ ᑲᔪᓯᑎᐊᕐᓂᕐᒧᑦ (CFS) ᓄᓇᕗᑦ, ᐃᓚᖓᑦ ᓚᐃᑲᓐ ᐱᓕᕆᖃᑎᖓᑕ ᑲᑐᔾᔨᖃᑎᒌᖕᖓ. ᓯᒧᓯ ᐊᐅᓚᑦᑎᓚᐅᖅᑐᖅ ᔮᓐᒥᑦ, ᔫᓚᓐ ᒥᒃᑖᓄᑦᒧᑦ, ᐃᖃᓇᐃᔭᖅᓯᓐᓈᑦ ᐃᓕᓐᓂᐊᖅᑐᖅ CFS-ᑯᓐᓄᑦ.

"ᐱᓇᓱᐊᕈᓯᐅᑉ ᓄᙳᐊᓂ ᖁᕕᐊᓱᒃᑐᑕ ᐃᓪᓚᑲᑕᒃᑐᑕᓗ ᐅᖃᐅᓯᖃᖅᑎᓪᓗᑕ ᐱᙳᐊᖅᑐᓂᒃ ᐃᓱᒪᒋᔭᒃᓴᓂᒃ ᐊᒻᒪ ᑲᖏᕆᔭᐅᕙᓂᒃ ᓴᓇᐅᒐᕐᓂᒃ," ᓯᒧᓯ ᑲᔪᓯᓚᐅᖅᐳᖅ. "ᑕᕐᕋᔫᑦ ᖁᑦᑎᒃᑑᓚᐅᖅᑐᑦ ᐅᓪᓗᑐᐃᓐᓇᒥᑦ ᐅᓐᓄᒃᑯᑦ ᐃᓱᓕᕝᕕᒃᓴᖓᓄᑦ 5-ᒥᑦ ᐅᓐᓄᒃᓴᒃᑯᑦ ᓈᑏᖑᔭᒥᑦ. ᐃᓱᐊᓂᑦ, ᐃᓚᐅᔪᑦ ᐅᖃᓚᐅᖅᐳᑦ ᐃᓕᑦᑎᓯᒪᒻᒪᕆᖕᓂᖅᑐᑎᒃ ᐱᙳᐊᖕᓂᐅᑉ ᐱᕙᓪᓕᐊᓂᖓᓂᑦ, ᖃᐅᔨᓚᐅᖅᑐᑎᓪᓗ ᖃᓄᐃᓕᐅᑲᓴᐅᓇᔭᕐᒪᖔᑦ ᐃᓚᐅᔪᓐᓇᕐᓂᕐᒥᓂᑦ ᐃᑲᔪᖅᓱᐃᓪᓗᑎᓪᓗ. ᑭᒃᑯᓕᒫᑦ ᓄᑖᓂᒃ ᐃᓱᒪᑖᕈᒪᖅᑯᕝᕗᓚᐅᖅᐳᑦ ᐊᒻᒪ ᐊᔪᕈᓐᓃᖅᓴᖅᐸᓪᓕᐊᓪᓗᑎᒃ ᐃᓕᑕᒥᓂᒃ ᓯᕗᓂᒃᓴᒥ."

ᐱᓐᖑᐊᑦ

ᐃᓚᐅᖃᑕᐅᔪᑦ ᔮᒥ ᓴᖅᑭᑎᑦᑎᓪᓗᑎᒃ ᒪᕿᕝᖕᓂᒃ ᐃᓚᒌᓂᒃ, Wildcatz ᐊᒻᒪ Team Kuusta-paw. ᐱᙳᐊᖅᑎᓪᓗᒋᑦ, ᐊᑐᓂ ᐱᙳᐊᖃᑎᒌᑦ ᓇᖕᒥᓂᖅ ᐱᙳᐊᖅᑎᑦᑎᓚᐅᖅᐳᑦ ᐊᔾᔨᒌᙱᑦᑐᓂᒃ ᐅᓂᒃᑳᖅᑐᐊᖅᑐᑎᒃ ᐊᒻᒪ ᖃᓇᓴᐅᔭᒃᑯᑦ ᐊᔪᙱᑕᒥᓂᒃ ᐊᑐᖅᑐᑎᒃ. Wildcatz ᓴᖅᑭᑎᑦᑎᓚᐅᖅᐳᖅ ᐱᙳᐊᕐᓂᕐᒥᒃ ᐃᒪᓐᓇ ᐊᑎᖃᖅᑐᓂ ᐊᐳᒻᒥᑦ ᓴᐳᔾᔨᓯᒪᓂᖅ, ᑖᓐᓇᓗ ᐱᙳᐊᕐᓗᒍ ᓵᓚᐅᑐᓂ, ᑖᓐᓇᓗ ᓯᕗᖁᓕᕐᓇᖅᑐᓂ ᓯᑭᔫᒃᑯᑦ ᓄᓇᒥ ᐃᓚᒋᔭᐅᓪᓗᓂ ᕿᓂᖅᑎᓄᑦ. ᑖᓐᓇ ᐱᙳᐊᕕᒃᓴᖅ ᓴᓇᔭᐅᓚᐅᖅᐳᖅ ᕿᔾᔮᖅᓯᓕᖅᓯᒪᓪᓗᓂ ᐃᓗᓕᖅᑲᖅᑐᓗ ᓴᓂᓕᕇᓂᒃ-ᕿᓂᖅᑎᕐᓂᒃ ᐊᖏᒡᓕᕙᓪᓕᐊᔪᒥᒃ ᐊᔪᕐᓇᖅᑐᖅᓯᐅᓕᕐᓂᕐᒥᒃ ᓇᒨᕕᐅᕙᓪᓕᐊᓂᖓᔪᕐᓂᒃ ᓯᑭᔫᕐᓂᒃ, ᑲᑎᖅᓱᐃᓂᕐᒥᒃ ᐱᖁᑎᓂᒃ, ᐊᔭᖅᑭᑦᑕᕈᑎᓂᒃ, ᐊᒻᒪᓗ ᐊᐳᒻᒥᒃ ᐊᑐᖅᑕᐃᓕᒪᔭᓇᐊᖅᑲᐅᖏᓐᓂᖅᓯᒪᔪᓂᒃ. ᑖᒃᑯᐊ ᐱᓕᕆᖅᑎᑦᑎᓯᒪᓪᓗᑎᒃ ᓴᓇᐅᒐᓕᐅᓚᐅᖅᐳᑦ, ᐅᓂᒃᑳᖅᑲᖅᖢᑎᒃ ᖃᓄᐃᓕᐅᕐᓂᖏᑦ ᐃᓗᓕᖅᑲᖅᖢᑎᒡᓗ ᑐᓴᕐᓇᖃᑦᑕᕐᓂᑦ ᑐᓴᖅᑕᐅᔪᓐᓇᖅᑐᓂᑦ.

ᐱᙳᐊᖅᑎᑦ ᑯᓯᑖ-ᐹ ᓴᖅᑭᑎᑦᑎᓚᐅᖅᐳᑦ ᓇᓂᓯᓪᓗᑎᒃ ᐊᑭᓐᓇᕐᒥᐅᑕᒥᒃ Nutbag-ᒥᒃᓇᓂᓗᒍ ᐊᑭᓐᓇᒥᐅᑕᖅ Nutbag, RPG-style-ᑯᑦ ᖃᓄᐃᓕᐅᖅᖢᑎᒃ ᐃᖃᓗᖕᓂ. ᐱᙳᐊᖅᑎᐅᓗᑎᑦ, ᐃᖅᑯᒪᕐᓗᑎᑦ 1-ᒥ ᐅᑦᑖᒃᑯᑦ ᓇᓂᓯᓇᓱᒃᓗᑎᑦ ᕿᒪᒥᕐᓂᑦ, ᐊᑭᓐᓇᕐᒥᐅᑕᖅ Nutbug-ᖑᔪᖅ, ᐊᓯᐅᓚᐅᕐᒪᑦ ᐊᒻᒪ ᓄᓇᓕᖕᒧᐊᓇᐊᖅᑲᖅᖢᑎᑦ ᓇᓂᓇᓱᒡᓗᒍ. ᑕᐅᕗᖕᖓᐅᓂᐊᖅᐳᑎᑦ ᐃᖃᓗᖕᓂ ᓇᓗᓇᐃᒃᑯᑕᕐᓄᑦ ᓱᕐᕋᓗ ᓱᒃᑲᔪᑯᓗᖕᒧᑦ, ᐊᖅᑯᑦ ᑕᓯᓗᓂᐊᓇᐊᒧᑦ ᐊᒻᒪ ᐃᓄᒃᓱᒃ ᐊᖓᔪᒃᖠᑦ ᐃᓕᓐᓂᐊᕐᕕᖓᓄᑦ, ᐊᒻᒪ ᓄᓇᓕᖕᓂᙯᖅᑐᓂᒃ ᑕᑯᑲᑕᓪᓗᑎᑦ. ᑖᓐᓇ ᐱᙳᐊᕐᕕᒃᓴᖅ ᓴᓇᔭᐅᓚᐅᖅᐳᖅ ᐊᑐᖅᑐᖅᑲᖅᖢᓂ ᐊᑕᐅᓯᐅᖅᑲᐅᖏᓐᓂᕐᒥᒃ ᐊᒻᒪᓗᑦᑕᐅᖅ ᑕᑯᒃᓴᐅᑎᑦᑎᓪᓗᓂ ᓴᓇᙳᐊᖅᑕᐅᕙᓪᓚᐅᖅᑐᓂᒃ ᑎᑕᕐᓂᕐᒥᒡᓗ.

ᑕᒪᕐᒥᒃ ᐱᙳᐊᕈᓰᑦ ᐊᑐᐃᓐᓇᐅᕗᑦ ᐱᙳᐊᕐᕕᒃᓴᐅᑉ ᐅᑐᓂᒃ

[ᐊᔾᔨᓕᐅᖅᑕᐅᔪᖅ: ᐃᓚᐅᖃᑕᐅᔪᑦ ᑲᑎᙵᓗᑎᒃ ᓂᐱᓪᓚᑦᑖᓂᒃ ᐃᓚᓯᓂᐊᕐᓗᑎᒃ ᐱᙳᐊᕈᑎᖕᒋᓐᓄᑦ.]

ᐱᙳᐊᕈᑦᓴᑦ Itch.io ᒪᒃᐱᖅᑐᒐᒃᑯᑦ ᐱᓐᖑᐊᑉ Itch.io ᒪᒃᐱᖕᕕᐊᓂᑦ.

ᐃᓚᐅᖃᑕᐅᔫᑉ ᐃᓱᒪᒋᔭᖓ

ᐃᓚᐅᖃᑕᐅᔪᓄᑦ, ᐱᙳᐊᕐᓂᖅ ᐱᕕᒃᓴᐅᓚᐅᖅᐳᖅ ᐃᓕᑦᑎᓂᕐᒥᒃ ᓄᑖᓂᒃ ᐊᔪᙱᓐᓂᕐᓂ, ᑲᑎᖃᑎᖃᕐᓂᕐᒥᒃ ᓄᑖᓂᒃ ᐃᓄᖕᓂᒃ ᐃᓚᐅᖃᑕᐅᓗᓂᓗ ᖃᓄᐃᓕᐅᕈᑎᒥᒃ ᐱᕕᖃᓚᐅᙱᑦᑎᙱᓐᓂᒃ ᕿᒥᕈᔭᕆᐊᒃᓴᖅ. ᐃᓚᖏᑦ ᐅᖃᓚᐅᕐᒥᔪᑦ ᑕᒪᓐᓇ ᐃᒻᒥᓂᒃ ᐃᓕᑦᑐᓐᓇᕐᓂᖓᓂᒃ.

"ᖁᕕᐊᓱᕈᔫᔭᓚᐅᖅᑐᖓ ᐃᓚᐅᖃᑕᐅᓪᓗᖓ ᓄᓇᕐᔪᐊᒥ ᐱᙳᐊᕈᑎᓄᑦ Jam-ᖑᔪᒥᑦ," ᐅᖃᖅᑐᖅ ᑰᓪ ᑕᑯ, ᖁᑦᑎᖕᓂᖅᓴᒥ ᐃᓕᓐᓂᐊᕐᕕᖕᒥ ᐃᓕᓐᓂᐊᖅᑎ. "ᖃᐅᔨᓚᐅᖅᑐᖓ ᓴᓇᙳᐊᕈᓐᓇᑦᑎᐊᕐᓂᓐᓂᒃ. ᐃᓱᒪᐃᓐᓇᖅᑳᓚᐅᖅᑐᖓ [ᑕᐃᒪᐃᑐᐃᓐᓇᓇᐊᖅᑐᖓ] ᑭᓯᐊᓂ ᒫᓐᓇ ᖃᐅᔨᒪᓕᖅᑐᖓ ᓂᕈᐅᓯᔪᕈᓐᓇᑦᑎᐊᕋᒪ. ᖃᐅᔨᓚᐅᖅᑐᖓ ᐱᙳᐊᕐᓂᖅ ᖁᕕᐊᓇᕐᓂᖓᓂᒃ ᓂᕆᐅᒃᑲᓐᖓᓗ ᑕᐃᒪᐃᓕᐅᒃᑲᓐᓂᕆᐊᒃᓴᖅ ᓯᕗᓂᑦᑎᓐᓂ." ᑕᑯ ᐅᖃᓚᐅᕐᒥᔪᖅ ᐱᖃᓐᓇᕆᔭᒥᓂᒃ ᐅᖃᐅᔾᔮᖃᑦᑕᕐᓂᐊᖅᖢᓂ ᐃᓕᓐᓂᐊᕐᕕᖕᒥ ᖃᓄᐃᓕᐅᖅᑐᖃᕐᓂᐊᖅᑎᓪᓗᒍ ᐊᓕᐊᓇᐃᒍᓯᑎᐊᓚᐅᖅᖢᑎᒃ ᐃᓚᐅᔭᕆᐊᒃᓴᖅ ᑭᖑᓪᓕᕐᒥ Jam-ᓕᕐᒥᒃᐸᑕ.

ᐊᓯᖏᓐᓄᑦ, ᐱᓇᓱᐊᕈᓯᐅᑉ ᓄᙳᐊᓂ ᖃᐅᒪᑎᑦᑎᑲᑕᓕᖃᑦᑕᖅᐳᑦ ᐱᓕᕆᐊᒃᓴᖏᓐᓂᒃ ᐱᓕᕆᓪᓗᑎᒃ.

"ᖁᕕᐊᓇᓚᐅᖅᑐᖅ, ᐃᓕᑦᑎᕝᕙᓚᐅᓚᐅᖅᑐᖓ, ᓱᒃᑲᓗ ᐱᓕᕆᐊᒃᓴᓕᕆᓂᖅ ᑎᑎᕋᐅᔭᐃᓇᖅᐸᙱᓪᓚᑦ," ᐅᖃᖅᑐᖅ ᐋᑕᓪ ᒍᐃᒪᓐ-ᐱᓱᒃᑎ.

ᑯᐊᑦᓂ, ᐃᓕᓐᓂᐊᖅᑎᐅᔪᖅᑕᐅᖅ ᐃᓚᐅᔪᖅ, ᐅᖃᐅᓯᖃᓚᐅᖅᐳᖅ ᖃᓄᖅ ᐱᕕᒃᓴᖑᑎᑕᐅᕙᒃᑐᑦ ᑕᒪᑐᒧᙵ ᐱᓕᕆᐊᖑᔪᒧᑦ ᐱᕕᒃᓴᖃᖅᑎᑦᑎᕙᓚᐅᕐᒪᖔᑦ ᐋᒃᓱᕈᕐᓇᖅᓯᔪᓂᒃ ᓈᒻᒪᑦᑎᐊᕐᓂᖔᓄᑦ. ᑕᐃᒪᐃᓐᓂᖔᓄᑦ, ᖁᕕᐊᓱᒍᓐᓇᓚᐅᖅᑐᖅ ᐊᒻᒪᓗ ᐆᒃᑐᕋᕈᓐᓇᖅᓱᓂ ᑕᐃᒪᐃᙱᑐᐃᓐᓇᕆᐊᖃᑕᒥᓂᒃ.

ᐃᓕᓴᐃᔨᐅᑉ ᑕᐅᑐᒃᑕᖏᑦ

"ᖁᕕᐊᓱᑦᑎᐊᓚᐅᖅᑐᖓ! ᖁᕕᐊᓯᓚᐅᖅᑕᕋ ᐱᕕᖃᕆᐊᒃᓴᖅ ᐋᖅᑭᒃᓯᓂᕐᒥᒃ ᐱᙳᐊᕐᓂᕐᒥᒃ ᐋᖅᑭᒃᓯᒪᔪᒥᒃ ᐃᖃᓗᖕᓂ ᐅᓂᒃᑳᕐᓗᖓᓗ ᓄᓇᓕᖕᒥ ᐅᓂᒃᑳᓂᒃ. ᐱᐅᓯᔭᕋ ᑲᑎᖃᑎᖃᕐᓂᖅ ᐃᓄᖕᓂᒃ ᓄᓇᓕᖕᒥ ᑕᑯᑲᒃᑲᓱᖓ ᐊᒻᒪ ᑲᑎᙵᑕᐅᓪᓗᑕ ᐊᒥᖅᑳᖃᑎᒌᖕᓂᒃᑯᑦ ᐅᓂᒃᑳᕐᓂᕐᒧᑦ ᐱᓕᕆᐊᒃᓴᒥᑦ," ᐅᖃᖅᑐᖅ ᓚᐃᔪ ᑯᕈᓂᒃ, ᐃᓕᓴᐃᔾ ᐃᓅᒃᓱᒃ ᖁᑦᑎᖕᓂᖅᓴᒥ ᐃᓕᓐᓂᐊᕐᕕᖕᒥ.

"ᐃᓕᓐᓂᐊᕈᓐᓇᖅᓯᓚᐅᖅᑐᖓ ᐊᔾᔨᙳᐊᓂᒃ ᐋᖅᑭᒃᓱᐃᓂᕐᒥᒃ, ᖃᓇᐅᔭᒃᑯᑦ ᓴᓇᙳᐊᕐᓂᕐᒥᒃ ᐊᒻᒪ ᑎᑎᖅᑐᒐᕐᓂᕐᒥᒃ ᐱᙳᐊᕈᑕᐅᔫᑉ ᒥᒃᓵᓄᑦ. ᖃᐅᔾᔭᓚᐅᕐᒋᑦᑐᖓ ᖃᓯᓯᓂᒃ ᐊᔾᔮᕆᙱᑦᑐᓂᒃ ᐱᓕᕆᐊᒃᓴᖃᕐᒪᖔᑕ ᐱᙳᐊᖅᑎᑦᑎᑎᓪᓗᒋᑦ ᖃᓄᕐᓗ ᑭᓇᑐᐃᓐᓇᖅ ᐃᑲᔪᕈᓐᓇᕐᒪᖔᑦ, ᐱᓕᕆᔾᔪᑎᓕᕆᔪᓐᓇᙳᕆᒃᑲᓗᐊᖅᐸᑕ."

"ᑯᕈᓂᒃ ᐅᖃᖅᓱᓂ ᐱᔪᒃᓯᑎᑕᐅᑦᑎᐊᓚᐅᕐᓂᕐᒥᒃ ᐊᔪᙱᓐᓂᓇᔾᔪᕆᓐᓄᑦ ᖁᑦᑎᖕᓂᖅᓴᒥ ᐃᓕᓐᓂᐊᕐᕕᒻᒥ ᐃᓕᓐᓂᐊᖅᑏᑦ ᐃᓚᐅᓚᐅᖅᑐᑦ ᓂᕆᐅᒋᔭᖅᑲᖅᓱᑎᒡᓗ ᑕᑯᓖᕐᓂᕐᒥᓂᒃ ᑭᓯᓂᒃ ᓴᖅᑭᑎᑦᑎᓂᐊᕐᒪᖔᑕ.

"ᐃᓕᓴᐃᔾᔪᑖᓂ ᖁᕕᐊᓇᓚᐅᖅᑐᖅ ᑕᑯᓪᓗᓂ ᑖᒃᑯᓂᖓ ᒪᒃᑯᒃᑐᓂᒃ ᐊᔾᔨᕌᖅᑎᑦᑐᓂᒃ ᐃᓗᓕᖕᒋᓇ ᑕᑯᓪᓗᑎᑦᓗ ᓴᓇᑐᓂᖕᒋᑦ ᐊᔾᔨᙳᐊᓂᖕᒋᑦᓗ ᓴᙱᑦᓵᓗᑎᒃ ᐊᑯᓂᖅᓱᖅᑯᑦ ᐱᕕᖃᐃᓐᓇᕈᓐᓇᙱᑦᓵᓗᑎᒃ ᖄᒥᕐᕈᓐᓇᙱᑦᓵᓗᑎᒃ ᐃᓚᐅᔪᖅ. ᐅᐱᒍᓯᓚᐅᖅᐳᖓ ᐱᓕᕆᓂᕆᓚᐅᖅᑕᖏᓐᓂᒃ, ᐃᒻᒥᒃᑰᕈᓐᓇᖅᓂᕐᒥᒃ ᐊᒻᒪ ᐊᓕᐊᓇᐃᒍᓯᙱᓐᓂᖏᓐᓂᒃ ᓄᑖᓂᒃ ᐃᓕᑦᑎᔪᒪᓪᓗᑎᒃ. ᑕᐃᒪᑐᖅ ᓇᓂᓯᔪᓐᓇᕐᓂᐊᖅᐳᑦ ᐱᕕᒃᓴᒃᑲᓐᓂᕐᓂᒃ ᑲᔪᓯᓂᐊᕐᓗᑎᒃ ᐃᓕᑦᑎᕙᓪᓚᐊᓂᕐᒥᒃ ᐱᙳᐊᕐᓂᕐᓗ ᑕᑯᒃᓴᐅᑎᑦᑎᓗᑎᒡᓗ ᐊᔾᔨᙳᐊᓂᖅᓴᐅᔪᓂᒃ ᓴᓇᑐᔪᓐᓇᕐᓂᕐᒥᒡᓗ."

ᑭᙳᓪᓕᕐᒥᑦ ᓇᓃᓐᓂᖓ

ᓴᒥᑐᔅ ᐅᖃᖅᑐᖅ ᓄᓇᕗᒻᒥ ᐱᙳᐊᕐᓂᖅ Jam-ᙳᐊᖅ ᓇᓗᓇᐃᓚᐅᖅᑐᖅ ᐅᓄᖅᑐᓂᒃ ᐅᓂᒃᑳᒃᓴᖅᑕᖃᕐᓂᖔᓂᒃ ᐃᖃᓗᐃᑦ ᓄᓇᓕᖓᓂ ᑭᓯᐊᓂ, ᑐᓗᖅᑕᕈᑎᖃᕐᓂᖏᓐᓄᑦ, ᑕᒪᕐᒥᒃ ᐱᙳᐊᖃᑎᒌᒃ ᐊᒃᑐᕐᓯᔪᓐᓇᑐᐃᓐᓇᓚᐅᖅᑐᑦ ᐱᔭᕆᑐᔪᓂᒃ ᐅᓂᒃᑳᓂᒃ ᐱᙳᐊᕐᓂᐊᖅᑕᒥᓂᒃ. ᓂᕆᐅᑦᑎᐊᖅᐳᖅ ᑲᑎᒪᑎᑦᑎᒃᑲᓂᓛᕆᐊᒃᓴᖅ ᓯᕗᓂᒃᓴᑦᑎᓐᓂ ᐅᖃᖅᓯᓂᓗ ᑐᙵᕙᕆᓗᒋᑦ ᑭᐅᔾᔪᑕᐅᔪᑦ ᐃᓚᐅᔪᓂᑦ ᐊᒻᒪ ᓄᓇᓕᖕᓂᙶᖅᑐᑦ, ᐃᒪᓐᓇᐅᖅᑰᕗᖕᒪᑦ ᑕᒪᒃᑯᐊ ᐱᓕᕆᐊᒃᓴᑦ ᐅᓄᖅᓯᕙᓪᓕᐊᑐᐃᓐᓇᕐᓂᐊᖅᑰᕗᖕᒪᑕ.

"ᑭᒃᑯᓕᒫᑦ ᐅᖃᓚᐅᖅᐳᑦ ᖁᕕᐊᓇᖅᑐᒪᓇᐅᓂᖓᓂᒃ ᐊᒻᒪ ᖃᓄᐃᓕᐅᖅᑎᑦᑎᔾᔪᑦ ᓄᓇᓕᖕᓂ ᑐᓴᖅᑕᐅᑦᑎᐊᓚᐅᖅᓱᑎᒃ," ᐅᖃᖅᑐᖅ ᓴᒥᑦᓴ, ᐃᓚᐅᑦᑎᐊᖃᑦᑕᖅᓂᖅᓱᓂ ᓄᓇᓕᖕᓂ Facebook-ᑯᑦ ᐱᓕᕆᔫᖅᑎᕐᑦ.

"ᐃᓱᒪᒋᔭᖅ ᐃᓄᐃᑦ ᑕᑯᔪᒪᖃᑦᑕᓚᐅᕐᓂᕆᓇᓂᒃ ᐊᓂᒎᖅᑕᐅᔪᓂᒃ ᓄᓇᓕᖕᓂ ᐊᔪᖅᑕᐅᙱᑦᑐᓂᒃ ᐊᒻᒪ ᓄᓇᖅᑲᑎᖕᒋᓐᓂᒃ ᐊᒻᒪᓗ ᐊᕙᑎᖕᒋᑦ ᑭᒐᖅᑐᖅᑕᐅᓪᓗᑎᒃ ᐱᙳᐊᖅᑎᓪᓗᒋᑦ."

ᐊᑐᖅᓂᖅᑲᖅᓂᖅᐹᙳᓚᐅᖅᑐᖅ ᐱᓕᕆᑎᓪᓗᒋᑦ Jam-ᒥᑦ, ᓴᒥᑦᓴ ᐅᖃᖅᑐᖅ ᓇᒻᒥᓂᖅ ᐱᕙᓪᓕᐊᓂᐅᓚᐅᖅᑐᖅ ᑕᐃᒃᑯᓄᖓ ᐱᓕᕆᖅᑕᐅᔪᓄᑦ.

"ᐱᒻᒪᕆᐅᑖᒥᒃ ᓴᖅᑭᑦᑐᖅᑕᓚᐅᖅᐳᖅ ᑲᑎᒪᖅᑕᐅᔪᑦ ᓇᑐᓇᐃᖅᓯᓪᓗᑎᒃ ᖃᓄᖅ ᐃᓚᐅᔪᑦ ᑕᑯᒃᓴᐅᑎᑦᑎᓚᐅᖅᒪᖔᑕ ᐊᔾᔨᙳᓂᙳᐊᓂᒃ ᖃᐅᔨᔭᐅᓚᐅᙱᑦᑐᓂᒃ ᐊᓯᐊᒍᑦ. ᐅᒃᐱᕈᓱᙱᓐᓂᖅᓴᐅᖅᑰᔾᔪᑦ ᖃᓇᓴᐅᔭᒃᑯᑦ ᐊᔾᔨᑕᖕᒋᓐᓂᒃ ᖃᐅᔨᓪᓗᑎᒡᓗ ᐱᙳᐊᕐᓂᕐᒧᑦ ᐱᕙᓪᓕᐊᑎᑦᑎᓂᖅ ᐱᓇᔪᒍᑕᐅᓂᖓᓂᒃ ᐊᑐᐃᓐᓇᐅᔪᒥᒃ ᑖᒃᑯᓄᖓ," ᐅᖃᖅᑐᖅ ᓴᒥᑦᓴ.

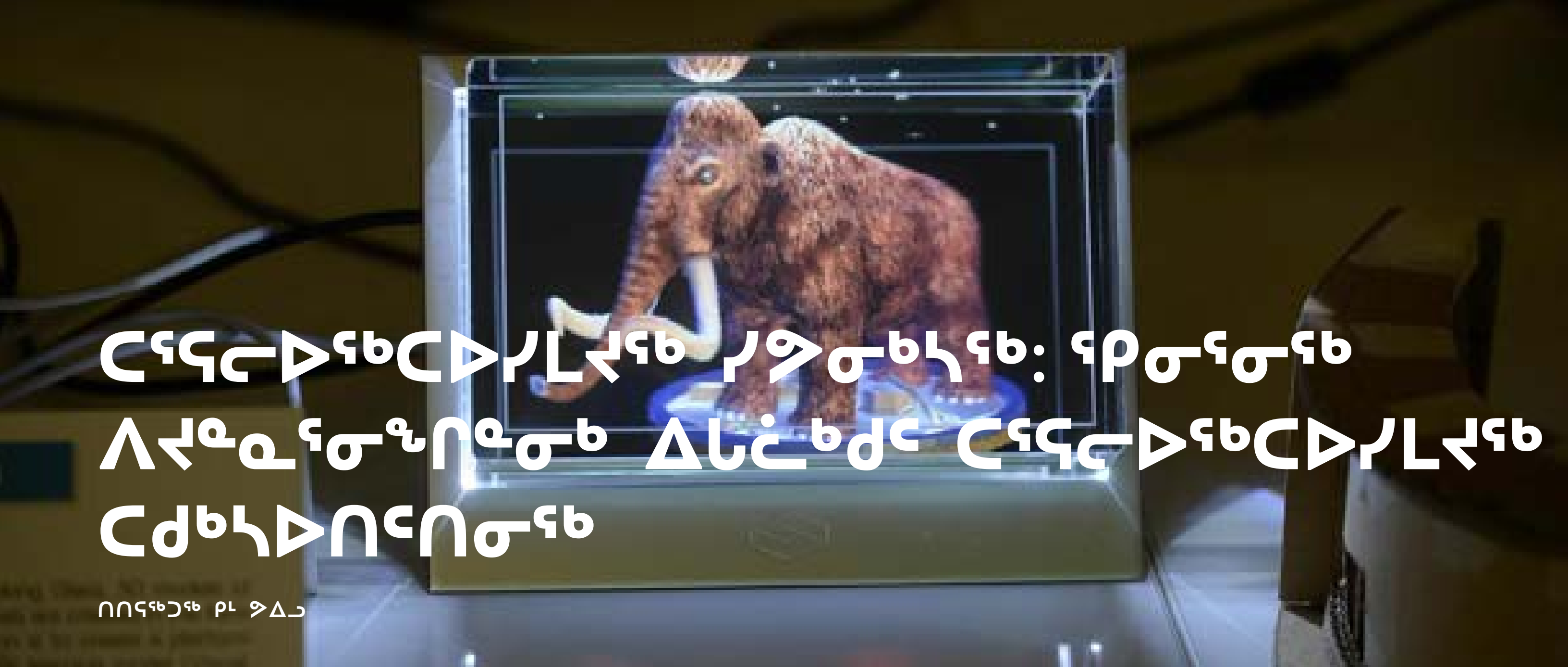
"ᑰᑦ, ᑯᐊᑦᓂ ᐊᒻᒪ ᔭᐃᔭᐃ [ᐱᖓᔪᖓᑦ ᐊᖓᔪᒃᖠᑦ ᐃᓕᓐᓂᐊᕝᕕᖕᒥ ᐃᓕᓐᓂᐊᖅᑎᑦ ᐃᓚᐅᓚᐅᖅᑐᑦ] ᐊᔾᔨᑦᑎᐊᖅᑐᑦ ᖃᓄᓴᐅᔭᒃᑯᑦ ᓴᓇᙳᐊᖅᑎᑦ ᐃᓚᐅᔪᑦᑐ ᐱᙳᐊᖅᑎᑦᑐᒋᑦ ᐃᑲᔪᓚᐅᖅᐳᑦ ᑕᑯᒃᓴᐅᑎᑦᑎᑦᑐᑎᒃ ᐱᓕᕆᐊᕐᓂᕐᓂᒃ." &

ᖃᕆᓴᐅᔭᓕᕆᓂᖅ ᐊᒻᒪ ᑐᓴᐅᒪᖅᑎᕈᓐᓂᖅ

ᖃᕆᓴᐅᔭᐃᑦ ᐊᒻᒪ ᐃᓅᖅᑎᕆᑦ

ᓴᓇᓯᒪᓂᖓ

ᓇᓗᓇᐃᒃᑯᑕᓕᕆᓂᖅ ᐱᓕᕆᐊᒃᓴᓄᑦᑐ



ᑕᕐᕋᓕᐅᖅᑕᐅᓯᒪᔪᖅ ᓯᕗᓂᒃᓴᖅ: ᕿᓂᕐᓂᖅ ᐱᔪᓐᓇᕐᓂᖏᓐᓂᒃ ᐃᒐᓛᒃᑯᑦ ᑕᕐᕋᓕᐅᖅᑕᐅᓯᒪᔪᖅ ᑕᑯᒃᓴᐅᑎᑦᑎᓂᖅ

ᑎᑎᕋᖅᑐᖅ ᑭᒻ ᕗᐃᓗ

ᐅᕙᖓ: *"Hᐊᐃ ᓯᕆ. ᖃᓄᖅ ᑕᐅᑦᑐᖃᖅᐱᑦ?"*

ᐱᔭᕇᕋᓱᒃᑎᓪᓗᙱᑦ ᖁᑦᑎᓂᖅᓴᒥᒃ ᐃᓕᓐᓂᐊᕐᓂᕐᒥᒃ, ᐃᓱᒪᒋᖃᑦᑕᓚᐅᕋᒃᑯ ᑖᓐᓇ ᐊᐱᖅᑯᑎᐅᔪᖅ. ᓯᕆ (SIRI) ᐅᖃᓘᓐᓃᑦ ᓇᓕᐊᑐᐃᓐᓇᖅ ᖃᕆᓴᐅᔾᒃᑯᑦ ᐃᓄᑉᓚᑦᑖᙳᕐᑎᑐᖅ ᓯᓚᑐᓕᓂᒃ (AI) ᑮᓇᖃᕐᓂᖅᐸᑦ, ᖃᓄᖅ ᑕᐅᑦᑐᖃᕋᔭᖅᐸ?

ᓯᕆ (SIRI): *"ᑕᑯᓐᖑᐊᖅᐳᙱᑦ ᑕᐅᑦᑐᖃᖅᑐᒃᓴᐅᔪᙱᑦ ᑕᖅᓴᖃᐅᖅᑐᖅ ᓂᐱᐅᑉ ᐃᙱᕋᓂᐊᑐᑦ."*

ᐅᒃᐱᕆᔭᖃᖅᐳᙱᑦ ᐃᓄᑉᓚᑦᑖᙳᕐᑎᑐᖅ ᓯᓚᑐᓕᒃ ᑕᐃᔭᐅᔪᖅ AI–ᒥᑦ ᑮᓇᖃᕋᕐᓂᙱᓂᑦ–ᐅᖃᓘᓐᓃᑦ, ᓇᓕᖅᑯᑦᑎᓯᒪᓂᖅᓴᐅᓗᓂ, ᐅᓄᖅᑐᓂᑦ ᑮᓇᓕᙱᓂᑦ. ᑭᓯᐊᓂ, ᖃᕆᓴᐅᔭᑐᐃᓐᓇᐅᖏᑉᓗᓂ ᐅᖃᓘᓐᓃᑦ ᓇᙵᓕᐅᔪᑦ ᓇᓗᓇᐃᖅᓯᓯᒪᑐᐃᓐᓇᖏᑉᓗᑎᒃ ᖃᓄᖅ ᐃᓅᑉᓚᑦᑖᙳᕐᑎᑐᖅ ᓯᓚᑐᓕᒃ ᑕᐅᑦᑐᖃᕐᒪᙱᑦ (ᐱᑉᓚᑦᑖᖅᑯᕗᔪᒥᑦ ᑕᑯᓐᖑᐊᕈᑎᒥᑦ),

ᑕᐅᑦᑐᕆᔭᙱᑦ ᓇᓗᓇᐃᖅᑕᐅᓂᐊᖅᐳᖅ ᐊᒻᒪ ᐋᖅᑭᒃᑕᐅᓗᓂ ᐊᑐᖅᑐᒧᑦ–ᐊᒻᒪ ᐊᔾᔨᒌᙱᑉᓗᑎᒃ ᐃᓅᖅᑯᕗᔪᓂᑦ ᐱᓕᕆᖃᑎᒋᔭᒥᓄᑦ.

2018–ᒥᑦ, ᓴᖅᑮᔭᖅᑎᑦᑎᓚᐅᕋᒪ ᐃᓕᓐᓂᐊᖅᑐᓄᑦ ᐋᖅᑭᒃᓯᑉᓗᙱᑦ ᐅᕙᖓᐅᖅᑯᕗᔪᒥᑦ ᐃᓅᙱᑦᑐᒥᑦ ᓯᓚᑐᓕᙱᒥᑦ AI–ᖑᓂᖅᑕᐅᔪᒥᑦ ᑕᕐᕋᒥᑦ. ᑕᒪᓐᓇ ᐋᖅᑭᒃᑐᖅ ᐅᔪᕐᓇᓚᐅᙱᓚᖅ–ᓵᕐᓗ ᕿᑉᓕᖅᑐᖅ ᓂᐱᒃᓴᔭᖅ ᔫᙱᑦ ᐊᒻᒪᓗ ᐅᖃᓘᑎᕋᓛᒥᑦ ᐊᐅᓚᔩᓕᐅᖅᓯᒪᔪᖅ ᑮᓇᓂᑦ, ᑖᖅᑐᒃᑯᕕᙱᒥᑦ ᖃᐅᒻᒪᖅᑯᑎ ᐊᑐᕐᓗᒍ–ᑭᓯᐊᓂ ᑕᐅᑦᑐᐊ ᐱᓪᓚᑦᑖᖅᑯᕗᑦᑐᓂ ᐅᒃᐱᕐᓇᖅᓗᓂ ᐃᓕᓐᓂᐊᖅᑎᓄᑦ, ᓱᕐᓗ ᐃᓱᒪᓇᙱᕐᔪᓂ ᑭᓯᐊᓂ ᐅᕙᖓ ᓴᖅᔮᖅᑎᑕᕋ–ᑖᓇᐅᖅᑯᕗᑦᑐᓪᓗᙱᑦ ᓱᕐᓗ ᑕᕆᔮᒃᓴᒥᑦ ᑕᐃᔭᐅᔪᖅ Wizard of Oz–ᒥᑦ.

ᑖᓐᓇ ᖃᐅᔨᓯᒪᔭᕋ ᖃᐅᔨᓕᓚᐅᖅᐳᙱᑦ ᖃᓄᖅ ᐊᑑᑎᖅᑲᖅᑎᑭᒻᒪᙱᑦ ᑕᕐᕋᓕᐅᖅᑕᐅᓯᒪᔪᑦ (ᐅᖃᓘᓐᓃᑦ ᑕᑯᓇᒐᒃᓴᐃᑦ) ᐃᑲᔪᕐᓂᖃᕈᓐᓇᕐᒪᙱᑕ ᐃᓚᐅᑎᑦᑎᓂᕐᒥᒃ ᐊᒻᒪ ᓵᓚᖃᕋᓱᐊᕐᓂᕐᒥᒃ ᐸᒡᕕᒃᓴᒃᑕᐅᓂᕐᒥᒃ ᐃᓕᓐᓂᐊᕐᕕᖕᒥ.

ᑕᐃᒪᐃᒐᔪᒻᒪᑦ, ᖃᐅᔨᔪᒪᓂᕋ ᑕᐅᑐᒃᑎᑦᑎᓪᓗᓂ ᐃᒐᓛᒃᑯᑦ.

ᐊᑐᕌᙱᑦᑎᒍᑦ ᐅᖃᐅᓯᖅ ᑕᕐᕈᖅᑑᑎ (hologram–ᖑᓂᖅᑕᐅᔪᖅ), ᐃᓚᓕᐅᑎᕙᒃᑦᑎᒍᑦ ᑕᕆᔮᒃᓴᓄᑦ ᓱᕐᓗ Minority Report ᐅᖃᓘᓐᓃᑦ Star Wars, ᐃᓄᓐᖑᐊᖑᔪᑦ ᐱᓕᕆᖃᑎᓖᑦ ᓇᙱᓂᖅ ᓇᙱᖅᓱᑎᒃ, ᐱᙱᓱᓕᙱᓪᓗᑎᒃ ᑕᐅᑐᙱ ᐊᑐᕈᑕᐅᕙᒃᑐᒧᑦ ᐃᑯᒪᒧᑦ ᐊᑐᖅᓱᑎᒃ ᐃᔾᔪᑦ ᑕᑯᓇᖅᓱᑎᒃ. ᑭᓯᐊᓂ ᖃᐅᔨᒪᓐᖏᓚᒧᑦ ᑖᒃᑯᐊ ᑕᕐᕈᖅᑑᑏᑦ ᐊᑐᖅᑕᐅᓕᕈᕐᒪᙱᑕ. ᑕᐃᒃᑲᙱᓂᑦ 1800 ᕿᑎᐊᓂᑦ, ᐃᓄᐃᑦ ᖃᐅᔨᓇᓱᒃᐸᓚᐅᖅᐳᑦ ᐊᔾᔨᒌᙱᑦᑐᓄᑦ ᑕᐅᔦᐅᔪᒥᑦ ᑕᕐᕈᖅᑑᑎᒥᑦ. ᑕᒪᐃᒃᑲᓗᐊᖅᑎ, ᐆᒃᑑᑎᐅᔪᑦ ᑕᑯᕙᒃᑕᑦᑎᓐᓂᑦ ᖃᐅᔨᓴᖅᑐᓕᕆᓂᒃᑯᑦ ᑕᕐᕈᖅᑑᑎᐅᓐᖏᓚᑦ–ᐃᒪᓐᓇᐅᙱᖅᐳᖅ, ᐱᓪᓚᑦᑖᖅᑯᕗᑦ ᓂᐱᒧᑦ ᓴᖅᑮᔭᖅᑎᑕᐅᔪᑦ, ᓇᓗᓇᕐᓂᖅᓴᑎᒧᑦ ᓴᖅᑮᔭᖅᑎᑕᐅᕗᑦ ᖃᕆᓴᐅᔾᒃᑯᑦ ᑕᕐᕈᖅᑑᑕᐅᙱᕐᓱᑎᒃ ᐅᓄᖅᑐᑦ ᐃᓄᐃᑦ ᖃᐅᔨᒪᓂᕆᔾᔪᓄᑦ ᑲᑎᖕᕕᐊᕙᒃᑐᓂᑦ ᐅᖃᓘᓐᓃᑦ ᓂᐱᑎᒍᑦ ᖁᕕᐊᓯᒍᒃᑎᓪᓗᒋᑦ.

ᐅᓄᕐᓂᖅᓴᐃᑦ ᐃᓕᓭᓇᖅᑐᑦ "ᑕᕐᕈᖅᑑᑏᑦ" ᐊᔾᔨᑦ ᓴᖅᑭᑕᐅᕗᑦ ᐊᑐᖅᓱᑎᒃ ᑕᐃᔭᐅᔪᒥᑦ Pepper's Ghost illusion–ᒥᑦ–ᐊᑐᖅᑕᑦᑐᑦ ᑕᑯᑎᓪᓗᒍ ᐃᓕᓐᓂᐊᖅᑎᓄᑦ. ᑖᓯᒪ ᔫᓐ Hᐊᓄᕆ ᐱᐊᐳᕐ ᐊᑐᖅᐸᒃᑕᙱᑐᑦ, ᐊᑐᓚᐅᖅᑐᖅ ᓯᕗᓪᓕᐅᓪᓗᓂ 1862–ᒥᑦ, ᐊᑐᕐᓂᐊᓂᑦ ᓴᖅᑭᑦᑎᓪᓗᓂ ᐅᒃᐱᕐᓇᖅᓯᑎᕐᒎᓂᐅᒃ ᑕᕐᕈᖅᑑᑎᒃᑯᑦ ᑭᓯᐊᓂ ᐃᓱᒪᑐᓂᐊᓂᑦ. ᐊᑐᖅᑕᐅᓪᓗᓂ ᑕᕐᕆᔭᒐᕐᓄᑦ ᑕᐃᔭᐅᔪᓂᑦ Disney–ᒥᑦ ᐱᕙᓪᓕᐊᔪᓕᕆᕚᒃᑐᓄᓪᓗ, ᓴᖅᑮᔭᕐᓂᕆᔭ ᓴᖅᑭᑕᐅᓪᓗᓂ ᐊᑐᕐᓗᑎᒃ ᑕᕐᕈᖅᑑᑎᒥᑦ ᐋᖅᑭᒃᓱᖅᓯᒪᔪᓂᑦ ᐊᔾᔨᓂᑦ ᑕᐅᑐᒍᑖᓂᑦ, ᑕᒪᐃᓐᓂᙱᓄᑦ ᐊᓕᐊᓇᖅᑐᑎᑦ ᑕᐅᑐᖃᓕᖅᓱᓂ ᐊᓕᒍᒃᑯᑦ. ᐊᔾᔪᓇᙱᑦᑐᖅ ᐋᖅᑭᒃᓯᒪᓂᖅ ᑕᐅᑦᑐᐊ ᐋᖅᑭᒃᑕᐅᔪᓐᓇᖅᐳᖅ ᐊᑐᕐᓗᓂ ᐅᕙᓂ smartphone and a CD case, ᐊᔾᔨᑲᓴᙱᑦ ᐊᑐᖅᑖᓂᑦᐃᓕᓐᓂᐊᖅᑐᓄᑦ ᓴᖅᑮᔭᖅᑎᑕᕆ. ᑕᒪᐃᒃᑲᓗᐊᖅᑎᓪᓗᒍ, ᐊᔾᔨᙱᑦ ᑕᐅᑦᑐᐊ ᐊᑐᖅᑕᐅᔪᓐᓇᖅᐳᖅ ᐋᖅᑭᑦᑎᐊᖅᓯᒪᓂᖅᓴᐅᓗᓂ. ᐅᔾᔨᕐᓇᖅᑐᑦ ᐆᒃᑑᑎᑦ ᐊᕋᒍᓚᐅᖅᑐᓂᑦᐃᓚᖃᖅᐳᑎᒃ ᑕᕐᕈᖅᑑᑎ ᐅᑯᐊ ᑕᐃᔭᐅᔪᑦ Tupac Shakur, ᖁᓐᖏᐊᖅᑕᐅᖃᑎᖃᓚᐅᖅᑐᖅ ᑖᓯᒥᙱᑦ Dr. Dre–ᒥᑦ ᐊᒻᒪ Snoop Dogg-ᒥᑦ ᑕᐃᑲᓂ ᖁᓐᖏᐊᖅᑕᐅᕖᙱᑦ Coachella–ᒥᑦ ᐃᖕᖏᕐᑲᑦᑎᑦᓗᒥᑦ 2012–ᒥᑦ, ᐊᒻᒪᑦᑕᐅᖅ Hatsune Miku, ᖃᕆᓴᐅᔾᒃᑯᑦ ᐋᖅᑭᒃᑕᐅᓯᒪᔪᒥᑦ ᐃᖕᖏᖅᑎ ᐱᐅᕆᔭᐅᒻᒪᕆᒃᑐᖅ ᑕᐃᑲᓂ ᔮᐸᓐ ᓄᓇᙱᓂᑦ ᐊᒻᒪ ᐃᖕᖏᕐᓂᐊᖅᑎᓪᓗᒍ ᐃᖕᖏᕐᑲᑦᓪᓗᑎᒃ 2020–ᒥᑦ.

ᑖᒃᑯᐊ ᐊᑐᕐᓂᐅᔪᑦ Pepper's Ghost–ᒥᑦ ᐅᒃᐱᕐᓇᖅᐸᑦ, ᑭᓯᐊᓂ ᐊᑐᕐᓂᐊᕐᓗᒍ ᑕᑯᔭᑦᑎᓐᓂᑦ ᑕᕆᔮᒃᓴᓂᑦ, ᐋᖅᑭᒃᓯᓇᐊᖃᖅᐳᖅ ᖃᐅᒪᔪᖅ ᐊᑐᕐᓗᒍ ᐱᓪᓚᑦᑖᖅᑯᔫᑉ ᐋᖅᑭᒃᓯᒪᓂᐊ ᐊᑐᕐᓗᒍ. ᓛᓐᓇᐅᔪᖅ, ᐱᑕᖃᙱᓚᖅ ᖃᕆᓴᐅᔾᒃᑳᖅᑐᓂᑦ ᐱᑕᖃᕐᓂᐊᓂᑦ. ᐱᑕᖃᖅᐳᖅ, ᑭᓯᐊᓂ, ᖃᐅᔨᓴᖅᑐᓕᕆᕙᒃᑐᑦ ᑕᕐᕈᖅᑑᑖᓂᑦ, ᐊᑐᖅᑎᑦᑎᔪᖅ ᖃᕆᓴᐅᔾᒃᑯᑦ ᐳᔪᖅᑎᑐᑦ ᐊᒻᒪ ᑕᕐᕈᖅᑑᑎᒃᑯᑦ.

ᖃᓄᐃᑦᑑᕙ ᑕᕐᕈᖅᑑᑕᐅᔪᖅ?

2018–ᒥᑦ, ᑕᕐᕈᖅᑑᑎᓂᑦ ᓴᓇᕙᒃᑐᓂᑦ ᓴᖅᑭᑕᐅᓚᐅᖅᐳᖅ ᓄᓇᕐᔪᐊᒥᑦ ᓯᕗᓪᓕᖅᐸᐅᓪᓗᓂ ᖃᕆᓴᐅᔭᒥᑦ ᑕᕐᕈᖅᑑᑎ ᓴᖅᑮᔭᖅᑐᖅ ᓴᖅᑭᑕᐅᓪᓗᓂ ᐊᑐᕈᑎᐅᔪᑦ, ᓇᓗᓇᐃᖅᑕᐅᓯᒪᓪᓗᓂ ᑕᑯᔾᔪᑎ ᑕᕐᕈᖅᑑᑎ. ᐋᖅᑭᒃᓯᒪᓪᓗᓂ ᑭᐸᓗᒃᑐᖅ ᐊᓕᒍᖅ

ᑕᐃᔭᐅᔪᖅ Pepper's Ghost–ᒥᑦ ᑕᐅᑦᑐᓕᒃ.
ᐊᔾᔨᓕᐅᖅᑕᐅᔪᖅ ᑖᓯᒧᙱᑦ ᒪᐃᑯᓪ ᑳᑐ–ᐊᑦᓗᑦ

ᓂᕆᐅᑎᕐᔪᐊᖅ ᑕᐃᔭᐅᔪᖅ mammoth-ᒥᑦ ᓴᖅᑭᔮᖅᑐᖅ ᐊᓕᒍᕐᒥᑦ. ᐊᔾᔨᓕᐅᖅᑕᐅᔪᖅ ᒪᐃᑯᓪ ᑳᑐ-ᐊᕐᕋᓪ-ᒧᑦ

ᐱᓪᓚᕐᑖᖑᖅᑰᔨᐅᑉ, ᖃᓂᖅᑯᕝᕕᓖᖑᕗᖅ ᖃᐅᔨᓴᖅᐸᒃᑐᓂᑦ ᑕᕐᕋᖅᑑᑎᓂᑦ ᒫᓇ ᐊᑐᐃᓐᓇᐅᔪᖅ.

ᐃᓕᓐᓄᒍ, ᐊᓕᒨᖅᑰᔨᐅᑉ ᓴᖅᑭᑎᓐᓂ ᐱᓪᓚᕐᑖᖑᖅᑰᔨᐅᒥᑦ ᐋᖅᑭᒃᓯᕗᒃᑐᑦ ᐊᔾᔨᑦ ᐊᒻᒪ ᐱᓕᕆᐊᕆᓪᓗᒋᑦ ᑭᐸᓐᕆᒃᑐᒥᑦ ᑐᐱᒃᓴᔭᖅ, ᓴᖅᑭᑎᑎᔪᖅ ᑕᐅᑐᐊᓂᑦ ᑖᒃᑯᓂ ᑕᕐᕋᖅᑑᑎᐅᑉ ᑭᐸᓐᕆᒃᑑᑉ.

ᑖᓐᓇ ᑕᕐᕋᖅᑑᑎᐅᖅᑰᔨᐅᑉ ᐊᐅᓚᑕᐅᔪᖅ ᓂᐱᓕᕆᕗᒃᑐᓂᑦ ᖃᐅᒪᒧᑦ ᖃᓂᓴᐅᔭᓄᑦ, ᐱᓕᕆᐊᖑᕗᒃᑐᖅ ᑎᑭᓪᓗᒍ 100-ᒧᑦ ᐋᖅᑭᒃᓯᒪᔪᖅ ᐱᓪᓚᕐᑖᖅᑰᔨᐅᒧᑦ ᑐᐱᒃᓴᔭᒧᑦ ᐊᑐᕐᓗᑎᒃ ᑕᐅᑐᒍᑎᐅᔪᓄᑦ-ᑕᐅᑐᒍᑎᐅᑉ ᐋᖅᑭᒃᓯᒪᔮᓄᑦ ᐋᕆᒃᓕᑎᓪᓗᒍ ᐊᔾᔨᕖᕆᑦᑐᑦ ᐊᔾᔨᑦ ᑕᐅᑐᒃᑕᐅᒃᐸᑦ ᐋᖅᑭᒃᓯᒪᓂᕆᓇᓄᑦ. (ᐃᓱᒪᒋᓗᒋᑦ ᐸᑦᑕᐃᑦ ᐅᕙᓘᓐᓃᑦ ᓂᐱᑎᒐᐃᑦ ᐊᐅᒃᑕᔪᒥᑦ ᓴᓇᓯᒪᔪᖅ ᐃᓕᓯᒪᕙᓚᐅᖅᑐᑦ ᐅᓪᓛᒃᑯᑐᒐᐅᑉ ᔫᕐᒐᓂᑦ, ᐊᔾᔨᑦ "ᐊᐅᓚᕗᒃᑐᑦ" ᐊᐅᓚᑎᒃᑳᕐᒐᕕᐅᒃ ᐅᑎᖅᑕᖅᑎᓪᓗᒍ).

ᑖᓐᓇ ᑐᑭᓕᒃ, ᑕᐅᑐᒃᑐᖅ ᐊᐅᓚᑎᑦᑎᒃᐸᑦ ᐊᓕᒍᕐᒥᑦ, ᐊᐅᓚᑎᑦᑎᔪᖅ ᐱᓪᓚᕐᑖᖑᖅᑰᔨᐅᒥᑦ ᐊᐅᓚᖃᑕᐅᒐᖅ, ᓴᖅᑭᑎᑦᑎᓪᓗᓂ ᐊᔾᔨᕖᕆᑦᑐᓂᑦ ᑕᐅᑦᑐᐊᓂᑦ ᐃᓂᒋᔭᓂᑦ, ᓴᖅᑮᔮᖅᑐᑐᐃᓐᓇᐅᕆᕐᓗᓂ ᑕᐅᑐᒍᑖᒍᑦ.

ᐊᑐᖅᑕᐅᓂᕆᔭᕐᒐᑕ ᑖᓯᒪ ᐊᓕᒎᒃ ᑕᑯᓗᒋᑦ ᐊᓯᕆᑦ ᐋᖅᑭᒃᓯᒪᔪᑦ ᖃᕆᓴᐅᔭᒃᑯᑦ, ᓲᕐᓗ ᑕᐃᔭᐅᔪᑦ ᐅᑯᐊᒃ AR ᐅᕙᓘᓐᓃᑦ VR, ᐊᑐᕆᐊᖃᓐᕆᓚᖅ ᓂᖅᑯᕐᒥᐅᑕᕐᒥᑦ ᑕᐅᑐᒍᑎᒥᑦ ᐱᓪᓚᕐᑖᖑᖅᑰᔨᐅᓂᑦ ᐋᖅᑭᒃᓯᒪᔪᑦ. ᐊᑐᖅᑕᐅᔪᓐᓇᖅᐳᖅ ᐊᐅᓚᕆᑦᑐᓄᑦ ᐊᔾᔨᓄᑦ ᐱᓪᓚᕐᑖᖑᖅᑰᔨᐅᓄᑦ, ᐱᓪᓚᕐᑖᖅᑰᔨᐅᑦ ᑎᑎᕋᒐᐃᑦ, ᑕᕐᕋᖅᑑᑎᒃᑯᑦ ᐊᔾᔨᑦ, ᐊᒻᒪ ᐃᑲᔫᑎᖃᖅᓗᓂ ᖃᐅᒪᔪᒧᑦ ᐊᒪᑦᑕᐅᖅ ᑕᐃᔭᐅᔪᒥᑦ Ranging-ᒥᑦ (LiDAR), ᐊᑐᖅᐸᒃᑐᖅ ᖃᐅᒪᔪᒧᑦ ᐊᔾᔨᓕᐅᖅᑕᐅᓪᓗᓂ ᐊᒻᒪ ᐊᕆᓂᐊ ᖃᓇᓴᐅᔭᒃᑯᑦ ᐊᔾᔨᓐᖑᖅᑎᑕᐅᓗᓂ. ᐃᓚᒋᐊᕐᓗᒍ, ᐊᓕᒨᖅᑰᔨᐅᑉ ᐋᖅᑭᒃᓯᔪᓐᓇᖅᐳᖅ ᐱᓐᖑᐊᖅᑕᐅᕙᒃᑐᓄᑦ ᐊᒻᒪ ᓱᓕᕆᑦᑐᓄᑦ ᐊᐅᓚᑕᐅᔪᒧᑦ, ᐊᑐᖅᑎᑦᑎᓪᓗᓂ ᐱᓪᓚᕐᑖᖅᑰᔨᐅᓂᑦ ᐊᒻᒪ ᓴᓇᕙᒃᑐᓄᑦ ᐱᓐᖑᐊᒐᒃᓴᓄᑦ ᓴᖅᑭᑎᓪᓗᑎᒃ ᑕᕐᕋᒥᑦ ᐋᖅᑭᒃᓯᒪᔪᒥᑦ.

ᓴᓇᕙᒃᑐᑦ ᐊᓕᒍᕐᓂᑦ ᓇᐅᓇᐃᖅᓯᕗᑦ ᓄᑖᒥᑦ ᐱᓕᕆᔾᔪᑎᒥᑦ ᑕᐃᔭᐅᔪᒥᑦ Looking Glass Portrait-ᒥᑦ, ᐊᑐᕈᑎᑎᐊᕙᐅᔪᖅ ᖃᓇᓴᐅᔭᒃᑰᖅᑐᖅ ᐊᑐᖅᑎᑎᓗᓂ ᐊᔾᔨᓕᐅᖅᓯᕗᑐᓂᑦ ᐱᓪᓚᕐᑖᖅᑰᔨᐅᓄᑦ ᑎᑭᓪᓗᒍ ᐋᖅᑭᒃᓱᐃᕗᒃᑐᑦ ᑎᑎᕋᖅᑕᖓᓪᓚᑦ ᑕᕐᕋᖅᑑᑎᑦ. ᐃᓚᖃᖅᖢᓂ ᐊᕌᒍᒥᑦ 2020-ᒥᑦ ᓴᖅᑭᑕᐅᓚᐅᖅᑐᒥᑦ ᐅᖃᓘᑎᕋᓛᑦ ᑕᐃᔭᐅᔪᑦ iPhone 12 Pro-ᒥᑦ, ᐃᓗᓕᖃᖅᐳᖅ ᑕᐃᔭᐅᔪᒥᑦ LiDAR-ᒥᑦ ᐊᔾᔨᓕᐅᕈᑎᒃᑯᕕᐊᓃᑦᑐᖅ, ᐋᖅᑭᒋᐊᕈᑎᖃᑐᐃᓐᓇᓂᐊᓕᒃ ᓴᓇᔪᓖᓂᑦ ᑖᓯᒧᖕᒐ ᐊᓕᒎᔪᒥᑦ-ᑕᐃᒪᐃᒻᒪᑦ, ᑕᕝᕙᓂ, ᐃᑲᔫᑎᓂᐊᖅᐳᖅ ᐊᑭᒃᓱᕆᐊᕐᓗᓂ ᐃᓕᓐᓂᐊᕈᑎᒃᓴᓂᑦ ᐊᑐᕐᓗᒍ ᑕᕐᕋᖅᑑᑎᐅᔪᖅ ᓴᖅᑮᔭᕐᓂᖓ, ᐊᒻᒪ ᐊᑐᕈᒪᓕᖅᑎᑦᑎᓗᓂ ᑭᖑᕚᑦᑎᓐᓄᑦ ᑖᓯᒥᖓ ᐱᓪᓚᕐᑖᖑᖅᑰᔨᐅᒥᑦ ᑕᕐᕋᖅᑑᑎᒥᑦ ᐋᖅᑭᒃᓯᓯᓄᑦ.

ᑭᓱ ᐊᔪᕐᓇᓐᖏᓚᖅ ᐊᑐᕐᓗᓂ ᑕᕐᕋᖅᑑᒥᒃ?

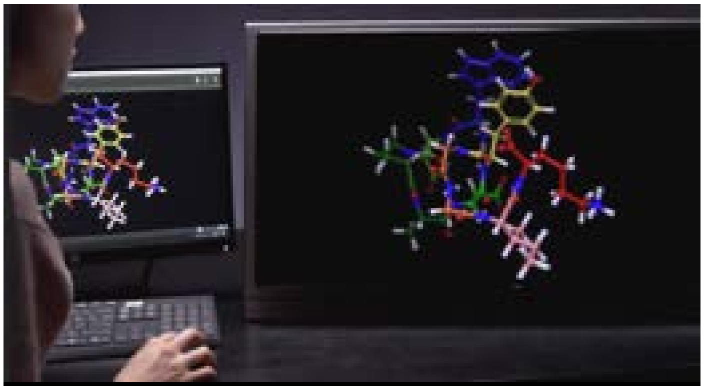
ᓯᕗᓪᓕᖅᐹᖅ ᐋᖅᑭᒃᑕᐅᓚᐅᖅᑐᖅ ᑕᕐᕋᖅᑑᑎ ᑕᐅᑐᒍᑎ ᓴᖅᑭᑕᐅᓚᐅᖅᐳᖅ 2018-ᒥᑦ, ᐊᔾᔨᕖᕆᑦᑐᑦ ᓴᓇᕝᕕᑦ ᓇᓂᓯᓚᐅᖅᐳᑦ ᓇᖏᓂᖅ ᐊᑐᕈᑎᒥᑦ ᑕᕐᕋᖅᑑᑎᒥᑦ ᓴᖅᑮᔮᕈᑎᒥᑦ. ᑖᓐᓇ Schrödinger, ᐆᔭᓚᖅ ᖃᐅᔨᔭᐅᔪᖅ ᐊᒻᒪ ᐊᑐᕈᑏᑦ ᖃᐅᔨᓇᓱᒃᑎᓄᑦ, ᐃᓚᓕᐅᔾᔨᓪᓗᑎᒃ ᑖᓯᒥᖓ ᑕᕐᕋᖅᑑᒥᑦ ᖃᓇᓴᐅᔭᕐᒧᑦ ᐃᓚᓕᐅᔾᔨᓪᓗᑎᒃ ᐊᑐᖅᑎᑦᑎᓪᓗᑎᒃ ᐱᓕᕆᖃᑎᒌᓄᑦ ᖃᐅᔨᓴᖅᑎᐅᔪᓄᑦ ᕿᒥᕐᕈᓗᑎᒃ ᐱᓪᓚᕐᑖᖅᑰᔨᐅᒥᒃ ᐋᖅᑭᒃᓯᒪᓂᐊᓂᑦ ᕿᒥᕐᕈᓗᑎᒃ, ᑕᐃᒪᐃᒻᒪᑦ ᓱᒃᑲᓕᕆᐊᖅᑎᑦᑎᔪᖅ ᓇᓂᓯᓂᕐᒥᑦ ᐆᔭᓚᓂᑦ ᐊᒻᒪ ᐊᑐᕈᑎᓂᑦ. ᐊᑐᖅᑕᐅᓚᐅᕐᓂᖓ ᐋᓐᓂᖃᖅᑕᐃᓕᔾᔪᓄᑦ ᑕᕐᕋᖅᑑᑎᒥᑦ ᐊᔾᔨᒥᑦ, ᐊᒻᒪ ᐊᐅᓚᔾᔪᑎᓂᑦ ᓴᖅᑭᑎᑦᑎᓂᕐᒥᑦ ᐱᓪᓚᕐᑖᖅᑰᔨᐅᒥᑦ ᐊᐅᓚᓂᐊᓂᑦ ᐊᒻᒪ ᐊᓯᖏᓐᓂᑦ ᐊᑐᕈᑎᐅᔪᓂᑦ.

ᐅᑐᐱᓐ 2019-ᖑᑎᓪᓗᒍ, ᐊᔾᔨᓕᐅᓐᓃ ᑎᒻ ᐆᑕᓐ ᐊᑐᖅᑎᑦᑎᓚᐅᖅᐳᖅ ᑖᓯᒥᖓ ᑕᕐᕋᖅᑑᒥᑦ ᑕᕝᕙᓂ Lost Vegas ᑕᑯᔭᒐᖅᑳᕐᓂᕐᒥᑦ ᑕᐃᑲᓂ ᓂᐊᖓ ᑕᑯᔭᒐᖅᑳᕕᐊᓂᑦ ᑕᐃᑲᓂ Lost Vegas-ᒥᑦ. ᐅᓄᖅᑐᑦ ᓴᖅᑮᔭᓚᐅᖅᐳᑦ ᐊᑐᖅᑕᐅᓪᓗᑎᒃ ᓴᖅᑭᑦᑎᓗᑎᒃ ᓄᑖᒥᑦ ᐋᖅᑭᒃᓯᒪᔪᒥᑦ ᑕᑯᔭᒐᕐᓂᑦ, ᐃᓚᓯᒪᓪᓗᓂ ᑕᑯᔭᐅᓚᐅᖅᓯᒪᖕᒋᑦᑐᓂᑦ, ᓴᓇᐅᓚᓪᓚᑦᑖᑦ ᐆᑕᓐ ᓴᓇᐅᓚᖕᒋᑦ ᓇᖏᓂᖕᒋᑦ. ᑕᐃᒪᐃᓚᐅᕐᒪ ᑖᓯᒥᖓ Schrödinger-ᒥᑦ, ᑖᓐᓇ ᑕᕐᕋᖅᑑᑎ ᑕᑯᔾᔨᑎ ᓇᐅᓇᐃᓇᓚᐅᖅᐳᖅ ᐊᑐᕐᓇᕐᑎᐊᕐᓂᖓᓂᑦ ᐊᑐᕈᑏᑦ ᕿᒥᕐᕈᓂ ᐱᓪᓚᕐᑖᖅᑰᔨᐅᒥᑦ ᓇᐅᓇᐃᖅᑐᓂᑦ ᐃᓗᐊᓃᑦᑐᓂᑦ ᐃᓗᓕᖕᖏᓐᓂᑦ, ᑭᓱᐊᓂᑦᑕᐅᖅ ᐊᑐᕐᓇᕐᓂᖕᒪᓂᑦ. ᑖᓯᒧᖕᒐ Lost Vegas-ᒧᑦ, ᐊᑐᐃᓐᓇᐅᑎᑦᑎᓚᐅᖅᐳᖅ ᖃᓇᓴᐅᔭᓄᑦ ᐊᑐᕈᑎᓂᑦ ᐊᐅᓚᓂᓇᔾᔨᕆᓐᓂᒃᑯ, ᐊᑐᓐᖏᑎᑦᑎᓗᓂ ᓂᐊᕐᑯᕐᒥᐅᑕᕐᒥᑦ ᐅᕙᓘᓐᓃᑦ ᐊᑐᕈᑎᓂᑦ.

ᐱᕙᓪᓕᐊᑎᑦᑎᓂᖅ ᑕᕐᕋᖅᑑᒥᑦ

ᓯᕗᓪᓕᕐᒥᑦ ᖃᐅᔨᓇᓱᙵᓂᖅ ᑖᓯᒥᖓ ᑕᕐᕋᖅᑑᒥᑦ ᓴᓇᕙᒃᑐᓂᑦ ᐊᑐᕈᑎ 2017-ᒥᑦ, ᐱᕙᓪᓕᐊᓚᐅᓐᖏᑎᓪᓗᒍ ᑖᓐᓇ ᑕᕐᕋᖅᑑᑎ, ᓇᖏᓂᐅᔪᑦ ᓴᖅᑭᑎᓕᕐᒪᑕ ᐊᑐᕈᑎᒥᑦ ᑕᐃᔭᐅᔪᒥᑦ Holoplayer One-ᒥᑦ. ᐅᓪᓗᒥ, ᓇᓂᓯᓐᓇᓐᖏᓕᖅᐳᖅ ᑖᓯᒥᖓ Holoplayer One-ᒥᑦ; ᐅᓄᖅᑐᑦ ᐃᓄᐃᑦ ᑖᓯᒪ ᑕᕐᕋᖅᑑᑎᐅᑉ ᐊᓯᐊᓂᑦ ᓇᐅᓇᔭᖅᐳᑦ ᖃᐅᔨᒪᓇᔭᓐᖏᓚᓪᓗᓐᓃᑦ. ᓴᖅᑭᑎᓚᐅᖅᑎᓪᓗᒋᑦ ᑖᓯᒥᖓ ᑕᕐᕋᖅᑑᒥᑦ

ᐊᔾᔨᓕᐅᖅᑕᐅᓯᒪᔪᖅ ᑖᓐᓇ ᑕᕐᕋᖅᑑᑎᓂᑦ ᓴᓇᔭᐅᓯᒪᔪᖅ



ᐅᓇ ᐊᔾᔨᙳᐊᖅ ᐆᒪᖅᑎᓪᓗᒍ! ᖃᓇᓴᐅᔭᒃᑯᑦ ᑐᖅᑯᕐᓗᒍ ᐊᑭᖃᓐᖏᑦᑐᖅ EyeJack app-ᖑᔪᖅ, ᐊᔾᔨᓕᐅᕐᓗᒍ ᑖᓐᓇ QR ᓇᐅᓇᐃᒃᑯᑕᖓ ᖃᐅᔨᓗᑎᓪᓗ ᖃᓄᐃᒻᒪᖔᕐ!

ᐅᓇ ᐊᔾᔨᙳᐊᖅ ᐆᒪᖅᑎᓪᓗᒍ! ᖃᓇᓴᐅᔭᒃᑯᑦ ᑐᖅᑯᕐᓗᒍ ᐊᑭᖃᓐᖏᑦᑐᖅ EyeJack app-ᖑᔪᖅ, ᐊᔾᔨᓕᐅᕐᓗᒍ ᑖᓐᓇ QR ᓇᐅᓇᐃᒃᑯᑕᖓ ᖃᐅᔨᓗᑎᓪᓗ ᖃᓄᐃᒻᒪᖔᕐ!

ᑕᕝᕙᓂ ᑎᒻ ᐆᑕᓐ ᓴᖅᑮᔮᖅᑎᑕᖕᒋᑦ Lost Vegas ᑕᑯᔭᒐᐅᔪᑦ. ᐊᔾᔨᓕᐅᖅᑕᐅᔪᖅ ᑖᓐᓇ ᑕᕐᕋᖅᑑᑎᓂᑦ ᓴᓇᕙᒃᑐᓄᑦ

2018–ᖑᑎᓪᓗᒍ, ᐊᑐᖃᑦᑕᖅᐸᕋ ᖃᐅᔨᓴᓕᕌᖓᒪ ᐊᒻᒪ ᐃᓕᓐᓂᐊᖅᑎᑦᑎᓕᕌᖓᒪ–ᐱᓗᐊᖅᑐᒥᑦ ᑕᒪᓐᓇ ᖃᓄᖅ ᑕᕐᕋᖅᑑᑎ ᓴᖅᑮᔭᕐᓂᐊ ᐃᓚᓕᐅᑎᔭᐅᔪᓐᓇᕐᒪᖔᑦ ᐃᓕᓐᓂᐊᕐᕕᐊᕈᓯᕐᓄᑦ.

ᑕᒪᓐᓇ ᐱᓕᕆᐊᕆᓵᖅᑕᕋ ᐃᓚᐅᓂᖃᖅᐳᖅ ᑖᔅᓯᒥᖓ ᑕᕐᕋᖅᑑᒥᑦ ᑐᕌᖅᓱᓂ ᐆᒧᖓ Remastered–ᖑᔪᒥᑦ ᓴᖅᑮᔭᖅᑎᑕᐅᔪᒥᑦ ᑕᐃᑲᓂ Aga Khan ᑕᑯᔭᒐᖃᕐᕕᐊᓂᑦ ᑐᕌᓐᑐᒥᑦ. ᓴᖅᑮᔭᖅᑎᑦᑎᓂᖅ ᑐᕌᕐᓂᖃᖅᐳᖅ ᖃᓇᓴᐅᔭᕐᔫᖅᑐᓂᑦ ᐊᔾᔨᖃᕐᓂᕐᒥᑦ ᒥᖑᐊᖅᓯᒪᔪᓂᑦ ᑖᒃᑯᓇᓐᖓᑦ ᓯᕗᓪᓚᐅᔪᓂᑦ ᐃᔅᑖᒥᒃ ᐊᖓᔪᖅᑳᖏᓐᓂᑦ, ᐊᒻᒪ ᐊᑐᖅᑎᑦᑎᓪᓗᑎᒃ ᑕᕐᕋᖅᑑᑎᒥᑦ ᐊᔾᔨᐸᓗᐊᓂᑦ Lost Vegas–ᖑᔫᑉ ᓴᖅᑮᔭᖅᑎᑦᑎᓂᐊᓂᑦ. ᓴᓇᙳᕆᖔᖅᓱᑎᒃ ᐱᓪᓚᑦᑖᖑᖅᑰᔨᔪᒥᑦ ᓴᓇᙳᐊᖅᓯᒪᔫᑉ ᑎᑎᕋᐅᔭᖅᑕᐅᔪᓂᑦ, ᑕᐃᒪᐃᒃᑲᓗᐊᖅᑎᓪᓗᒍ, ᑕᑯᔭᒐᖃᕐᕕᐅᑉ ᐊᒡᕗᖅᑕᖏᑦ ᒥᖑᐊᖅᓯᒪᔪᑦ ᐅᖅᓱᕐᒧᑦ ᐊᑐᖅᑕᐅᓚᐅᖅᐳᑦ ᓇᓗᓇᐃᕈᑕᐅᓪᓗᑎᒃ ᖃᓇᓴᐅᔭᕐᒥᑦ ᐱᓪᓚᑦᑖᖑᖅᑰᔨᔪᓂᒃ ᓴᖅᑮᔭᕐᓂᓇᔭᖕᒋᑦ. ᐱᔭᕇᖅᑕᐅᓚᐅᖅᐳᑦ ᐊᑐᖅᓱᑎᒃ ᑲᑎᓯᒪᔪᓂᑦ ᖃᓇᓴᐅᔭᒃᑯᑦ ᐊᑐᕈᑎᓂᑦ, ᐃᓚᖃᖅᓱᑎᒃ Adobe –ᒥᑦ ᑕᐃᔭᐅᔪᖅ ᐊᔾᔨᒃᑯᕕᒃ ᑎᑎᖅᑐᓛᖅᓯᒪᔪᓂᑦ, ᑲᑎᑎᑦᑎᓂᖅ ᐱᓪᓚᑦᑖᖅᖑᖅᑰᔨᔪᒥᑦ ᐋᖅᑭᒃᑕᐅᔪᓂᑦ, ᐊᒻᒪ ᐊᑕᐅᓯᕐᖑᖅᑎᖅᓱᒍ ᐋᖅᑭᒃᓯᒪᓂᐊ, ᖃᐅᒪᓂᐊᓗ ᐊᒻᒪᑦᑕᐅᖅ ᐱᓪᓚᑦᑖᖅᑰᔨᔪᒥᑦ.

ᐱᓪᓚᑦᑖᖑᖅᑰᔨᔪᒥᑦ ᑐᑭᓕᐅᓇᓂᖅ ᐊᑐᓂ ᓴᓇᙳᐊᖅᑕᐅᔪᑦ ᓴᖅᑭᑎᑦᑐᐃᓐᓇᙱᓚᑦ ᓄᑖᒥᑦ ᓴᓇᙳᐊᖅᓯᒪᔪᓂᑦ, ᑭᓯᐊᓂᓕ ᓴᖅᑭᑎᑦᑎᕗᖅ ᐃᓚᓯᒪᔪᒥᑦ ᐃᓕᓐᓂᐊᕈᑎᒥᑦ ᐊᒻᒪ ᐃᓕᓐᓂᐊᖅᑎᑦᑎᓂᕐᒧᑦ ᐃᓗᓕᖕᒋᓐᓂᑦ. ᑖᒃᑯᐊ ᐊᐃᔅᑖᒥᒃ ᓴᓇᙳᐊᖅᑕᖕᒋᑦ ᑕᐃᑲᓐᖓᓂᑦ ᓴᓇᙳᐊᖅᑕᐅᓂᑯᑦ ᐊᑐᕐᓂᓇᔭᖕᒋᓐᓂᑦ ᑐᑭᓕᐊᖅᑐᒥᑦ ᑕᐅᑐᒃᑕᖃᕐᓂᖅ, ᐊᒻᒪᑦᑕᐅᖅ ᐹᓚᓂᐅ ᐋᖅᑭᒃᓯᒪᓂᐊ ᓴᖅᑭᑦᑎᑐᖅ ᐊᔪᖅᓇᐸᓗᖕᓂᖕᒐᓂᑦ ᑐᑭᓕᐅᓇᓂᕐᒥᑦ ᑎᑎᕋᐅᔭᕐᓂᕐᒧᑦ ᐃᓗᓕᖕᒋᓐᓂᑦ.

ᓄᕙᒡᔪᐊᕐᓇᐅᓚᐅᖅᑎᓪᓗᒍ, ᐱᓕᕆᖃᑎᖃᖅᑭᓪᓗᑎᒃ ᖃᓇᓴᐅᔭᓕᕆᓃᑦ ᐱᑕᖃᓇᐊᖅᑲᖅᓴᐅᓂᖓ ᐃᓕᖅᑯᓯᐅᕙᒃᑐᒥᑦ. ᑐᑭᖃᖅᐳᖅ ᖃᓇᓴᐅᔭᐃᑦ ᐊᑐᓇᐊᓖᑦ ᐊᑐᖅᑐᒧᑦ ᐊᑐᕐᓗᓂ ᐅᕙᒎᓐᓂᑦ ᐊᑐᕈᑎᓂᑦ ᐊᑐᕐᓗᓂ ᑲᒪᒋᔭᖅᑲᖅᓂᖅ ᑭᓯᑐᐃᓐᓇᓯᑦ ᐊᒃᓯᐊᓗᒃ ᐊᒃᑐᖅᑕᐅᔪᓐᓇᕐᒪᑦ ᐃᓕᓐᓂᐊᕐᓂᓐᓄᑦ ᐋᖅᑭᒃᓯᒋᐊᕐᓂᓐᓄᑦ. ᑖᒃᑯᐊ VR-ᖑᔪᖅ ᑐᓵᔪᑎᑦ, ᓰᕐᓗ ᐅᓇ ᐆᒃᑑᑎ, ᐊᔪᐃᓐᓇᓇᐊᒃᑲᓐᓂᕈᑎᖃᕐᓂᐊᖅᑐᒃᓴᐅᕗᑦ

ᐋᖅᑭᒋᐊᖅᑕᐅᓯᒪᔪᓂᑦ ᓴᖅᑮᔭᖅᑐᑦ ᑕᐃᑲᓂ Aga Khan ᑕᑯᔭᒐᖅᑲᕐᕕᐊᓂᑦ ᑐᕌᓐᑐᒥᑦ

ᑕᐃᒪᐃᓚᐅᖅᓯᒪᙱᒻᒪᑕ, ᐊᒃᑐᐃᓂᐊᕐᒪᑦ ᑮᓇᕐᒧᑦ ᐊᑐᖅᑐᒧᑦ, ᐊᒻᒪ ᑲᑐᔾᔭᐅᒐᔪᒃᑐᖅ ᐅᓄᖅᑐᓄᑦ ᐃᓄᓐᓄᑦ ᐃᓅᖃᑎᒌᙶᒃᑯᑦ. ᑕᐜᕙ ᐋᖅᑭᒋᐊᖅᑕᐅᓯᒪᔪᓂᑦ ᓴᖅᑮᔭᖅᑐᓂᑦ, ᑕᕐᕞᖅᑑᑎᐅᔪᖅ ᐊᑐᖅᑎᑦᑎᕗᖅ ᐃᓅᖃᑎᖃᕐᓂᒃᑯᑦ ᐱᓪᓚᑦᑖᙳᖅᑰᔾᔪᒥᑦ ᐊᑐᓇᐊᖃᖕᒋᕐᓗᓂ ᐅᕙᓘᓐᓃᑦ ᐊᑐᕐᓗᓂ ᐊᑐᕈᑎᓂᑦ. ᑕᒪᓐᓇ ᐃᓱᒪᒃᓴᖅᓯᐅᕈᑕᐅᓚᐅᖅᑐᖅ ᐱᓕᕆᐊᙳᑎᓪᓗᒍ ᓴᖅᑮᔭᖅᑐᒃᓴᑦ, ᐃᒪᓐᓇᐅᓂᖓᓄᑦ ᐱᑎᑦᑎᔪᓐᓇᖅᑎᑕᐅᓂᖓᓄᑦ ᐱᓕᕆᖃᑎᒌᒃᐸᙱᓂᕆᔭᒥᒃ ᐱᓪᓚᑦᑖᙳᖅᑰᔾᔪᓂᑦ ᓇᓗᓇᐃᖅᑕᐅᙱᒃᑲᓗᐊᕐᓗᓂ–ᐃᓱᒪᒃᓴᖅᓯᐅᕈᑕᐅᓪᓗᐊᑕᖅᑐᖅ ᐊᑐᖅᑕᐅᔪᓐᓇᕐᓂᖓ ᐊᖓᔪᒃᑖᐅᔪᓄᑦ ᖁᓐᖏᐊᖅᑐᓄᑦ. ᓇᓗᓇᖏᑦᑐᖅ ᓯᕗᓪᓕᐅᔾᔭᐅᓕᕐᓂᐊᖅᑐᖅ ᐅᓄᖅᑐᓄᑦ ᐱᓕᕆᕗᖕᓄᑦ ᓄᕙᒡᔪᐊᕐᓇᐅᓚᐅᖅᑎᓪᓗᒍ.

ᐅᖃᓕᒫᒃᑲᓐᓂᕐᓂᖅ

ᑖᓐᓇ ᑕᕐᕋᖅᑑᑎᐅᔪᓂᑦ ᓴᓇᕙᒃᑐᑦ ᐱᑕᖃᖅᑎᑦᑎᕗᖅ ᐅᓄᖅᑐᓂᑦ ᐊᑐᖅᑕᐅᔪᓐᓇᖅᑐᓂᑦ ᐃᓕᓐᓂᐊᒃᑲᓐᓂᕈᑎᒃᓴᓂᑦ ᖃᕆᓴᐅᔭᓕᕆᓂᒃᑯᑦ, ᐊᒻᒪᑦᑕᐅᖅ ᖃᓄᖅ ᓴᖅᑭᑦᑎᔪᓐᓇᕐᒪᖔᑦ ᑖᓯᒥᖓ. ᓴᖅᑭᑦᑎᓂᐊᕐᓗᓂ ᑕᕐᕋᖅᑑᓂᒥᑦ, ᐱᐅᓛᖑᕗᖅ ᐱᒋᐊᕐᓂᐊᕐᓗᓂ ᐊᑕᐅᓯᐅᖅᑲᑎᒌᙵᓂᕐᒥᑦ ᐅᕙᓘᓐᓃᑦ ᐅᒃᐱᕐᓇᖏᑦᑐᒥᑦ ᓴᖅᑭᑦᑎᓂᕐᒥᑦ ᐱᓪᓚᑦᑖᙳᖅᑰᔾᔪᒥᑦ ᐋᖅᑭᒃᑕᐅᔪᓂᑦ. ᐃᓚᓯᓂᖅ ᐊᑑᑎᑦᑎᐊᕆᕗᖅ ᐱᓪᓚᑦᑖᙳᖅᑰᔾᔪᓕᐅᕐᓗᓂ. ᑖᒃᑯᐊ ᐱᓕᕆᐊᖑᔪᑦ ᐊᑐᓂ ᖁᑦᑎᖕᓂᕆᔭᖏᑦ ᐊᔾᔩᓐᖏᑦᑕᑦ, ᐊᑐᓂᑦ ᐊᑐᖅᑐᑦ –ᑐᓐᖓᓇᕐᓂᖅᑲᖅᐳᑦ, ᐊᒻᒪ ᐊᑐᖅᑕᐅᓕᑭᓐᓇᖅᓗᑎᒃ ᐃᓕᒃᑯᕕᒋᑦ ᐃᓕᑕᐅᔭᕆᐊᓖᑦ.(ᑕᑯᓗᒍ ᐱᓐᖑᐊᒃᑯᑦ ᖃᕆᓴᐅᔭᒃᑯᑦ ᐃᓕᓯᒪᔪᑦ ᐃᑲᔫᑎᒃᓴᑦ ᐃᓚᓯᓂᐊᕐᓗᓂ ᐅᕙᓂ at pinnguaq.com/learn/blender-print-a-piece/.) ᑖᓯᒪ ᖁᑮᓂ, ᐊᑐᓂ ᐱᓕᕆᐊᒃᓴᑦ ᐊᑭᖃᙱᑦᑕᑦ ᐊᑐᕐᓂᐊᕐᓗᓂ ᖁᕕᐊᒋᔭᒥᒃ, ᓴᓇᓗᓂ ᑕᕐᕋᖅᑑᑎᒥᑦ ᐱᕙᓪᓕᐊᑎᑦᑎᓂᖅ ᐊᑐᐃᓐᓇᐅᓂᖅᓴᐅᖁᓪᓗᒍ ᑭᒃᑯᐃᓐᓇᕐᓄᑦ. &

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ᑎᑎᕋᖅᑐᖅ ᐳᕌᓐᑕᓐ ᐸᓂ

ᑕᑯᒃᓴᐅᔪᑦ ᐃᓕᓐᓂᐊᖅᑎᑦᑎᔾᔪᑏᑦ ᐅᓄᖅᑐᓂᑦ ᐋᒃᓱᕋᕐᓇᖅᑐᓂᑦ ᓴᖅᑭᖃᑦᑕᖅᑐᑦ. ᑐᑭᓯᓇᑦᑎᐊᖅᑐᖅ ᖃᐅᔨᓚᐅᖅᑐᓂᑦ ᐃᓚᓯᐃᔨᓂᑦ ᐃᓕᓐᓂᐊᖅᑎᓂᒃᓗ ᐊᑐᕆᐊᒃᑐᓂᑦ ᐃᓕᓐᓂᐊᓐᖏᑎᓪᓗᒋᑦ ᓄᑮᔪᐊᕐᓇᐅᑎᓪᓗᒍ, ᐊᔪᕐᓇᖏᑦᑑᓐᖏᓚᖅ ᐱᓕᕆᑲᑎᖃᕐᓱᒃᑯᓂ ᐅᓄᖅᑐᓂᑦ ᑖᒃᑯᓇ ᒥᑭᑦᑐᒃᑯᑦ ᖃᕆᓴᐅᔭᐅᑉ ᑕᐅᑐᒍᓐᓇᓂᑦ.

ᖁᕝᕙᐊᓇᖅ, ᓄᑖᓂᒃ ᐊᑐᖅᑕᐅᔪᓐᓇᖅᑐᓂᒃ ᐱᑦᑲᖅᐳᖅ ᑕᒪᓐᓇ ᐊᑐᕐᓂᐅᔪᖅ ᐃᓚᐅᓂᖅᓴᐅᓕᕐᓗᑎᒃ ᐊᒻᒪ ᐱᓕᕆᑲᑎᒃᑲᕐᓂᖅᓴᐅᓕᕐᓗᑎᒃ. ᓴᖅᑮᔭᖅᑐᒃᑯᑦ ᐃᓕᓐᓂᐊᕐᓂᖅ ᐊᑐᖅᑕᐅᓂᖅᓴᐅᓕᖅᐳᖅ, ᓄᑖᓂᑦ ᐊᑐᕈᑎᑲᕐᓗᓂ ᐊᒻᒪ ᖃᕆᓴᐅᔭᓄᑦ ᐃᑲᔫᑎᕗᑦ ᐱᐅᓯᑎᒋᐊᕐᓗᒍ ᐱᕙᓪᓕᐊᓂᖓ ᐃᓕᓐᓂᐊᖅᑎᑦᑎᔪᓄᑦ ᐊᒻᒪ ᐃᓕᓐᓂᐊᖅᑐᓄᑦ.

ᐅᑯᐃᖓᔪᖅᓈᓚᐅᑎᒃᑯᑦ ᖃᕆᓴᐅᔭᒦᑦᑐᖅ, ᐅᕚᓘᓐᓃᑦ ᑕᐃᔭᐅᔪᖅ **OBS–**ᒥᑦ ᓈᓚᐅᑎᒃᑯᕕᒥᑦ, ᐊᑭᖃᓐᖏᓚᖅ, **ᐅᑯᐃᖓᔪᖅ–ᑐᓐᖓᕕᐊ** ᑖᓯᒍᖓ **ᐊᐅᓚᔩᓂᑦ ᐊᔾᔨᓕᐅᕆᓂᖅ ᐊᒻᒪ ᓴᖅᑮᔭᒃᑲᐅᑎᕆᔪᒃᑯᑦ ᓄᐃᑕᒃᑲᐅᑎᕆᔪᖅ**. ᐊᑐᐃᓐᓇᐅᕗᖅ ᖃᕆᓴᐅᔭᒥᑦ ᑕᐃᔭᐅᔪᖅ Windows–ᒥᑦ, macOS–ᒥᑦ, ᐊᒻᒪ Linux–ᒥᑦ, ᐊᒻᒪᑦᑕᐅᖅ ᖃᕆᓴᐅᔭᒧᑦ ᑐᖅᑯᖅᑕᐅᔪᓐᓇᖅᑐᖅ ᐅᕙᓂ <u>obsproject.com</u>. ᐊᔾᔨᒌᓐᖏᑦᑐᓂᑦ ᐱᓇᔫᑎᖅᑲᖅᑐᖅ, ᐊᒻᒪ ᐊᑑᑎᖃᖅᐳᖅ ᑭᓇᑐᐃᓐᓇᕐᒧᑦ ᕿᓂᕐᓂᓕᖕᓄᑦ ᖃᕆᓴᐅᔮᒃᑯᑦ ᐃᓕᓐᓂᐊᖅᑎᔾᔪᑎᒃᓴᓂᑦ ᐱᓂᖅᓴᐅᓗᓂ, ᐱᓕᕆᓂᑰᓗᓂ ᐃᓕᓐᓂᐊᖅᑐᓄᑦ. ᐊᑐᕐᓗᑎᒃ ᑕᐃᔭᐅᔪᒥᑦ OBS–ᒥᑦ, ᐋᖅᑭᒃᓱᕈᓐᓇᖅᐸᑦ ᖃᕆᓴᐅᔭᕆᔭᐃᑦ ᐃᓚᓯᓗᑎᑦ ᑐᓴᖅᑕᐅᔪᒃᓴᓂᑦ ᐊᑐᖅᑕᐅᔪᓐᓇᖅᑐᓂᑦ ᐃᓕᓐᓂᐊᕕᒃᓴᓂᑦ ᐅᖓᑖᓄᑦ ᐊᑐᖅᑕᐅᔭᕆᐊᓕᒃ ᐅᕐᑲᓪᓚᐅᔾᔪᖅᓯᔾᔪᑎ, ᐊᔪᕈᓐᓃᖅᑎᑦᑎᔪᒪᓂᕐᒧᑦ ᑭᓯᒥᑭᐊᖅ ᐱᓕᕆᖅᑎᒋᙱᓂᖅᓴᐅᔪᓐᓇᕐᓂᕐᒥᒃ, ᐆᒪᓚᕆᑦᑎᐊᖅᑐᑦ ᐊᒻᒪ ᑐᓴᕈᒥᓇᖅᑐᑦ.

ᐋᖅᑭᒃᓯᓂᐊᕐᓗᓂ OBS–ᒥᒃ ᖃᕆᓴᐅᔭᒃᑯᑦ ᐃᓚᓴᐃᓂᐊᕐᓗᓂ (ᑖᓐᓇ ᐊᔪᕈᓐᓃᖅᓴᒐᒃᓴᖅ ᐅᑯᓄᖓ, Windows; ᑕᒪᓐᓇ ᑲᔪᓯᓂᕆᔭᐅᕙᒃᑐᖅ ᐊᔾᔨᙳᕆᕝᕙᓂᐅᒃ Linux–ᒧᑦ ᐊᒻᒪᓗ macOS–ᒧᑦ), ᖃᕆᓴᐅᔭᕐᒧᐊᖅᑎᑦᑕᕆᐊᖅᑲᕐᓂᐊᖅᑕᐃᑦ ᒪᕐᕈᒃ ᐱᓕᕆᐊᖑᔫᒃ—OBS–ᖑᔪᖅ ᐊᒻᒪᓗ OBS-VirtualCam–ᖑᔪᖅ ᑲᑉᐳᑎᓯᒪᕖᒃ, ᑖᓐᓇᓗ ᒪᓂᒪᓪᓗᓂ ᐅᕙᓂ:

<u>https://obsproject.com/forum/resources/obs-virtualcam.539/</u>

ᓯᕗᓪᓕᕐᒥ, ᖃᕆᓴᐅᔭᕐᒧᑦ ᐃᓕᓗᒍᓗ ᑐᖅᑯᕐᓗᒍ OBS–ᖑᔪᖅ. ᐃᓕᔭᐅᒃᐸᑦ, ᐅᐃᔾᔮᖅᑎᑦᑎᓂᐊᖅᑐᖅ ᐋᖅᑭᖕᓂᐊᕐᓗᒍ ᐃᖏᕋᓂᕆᔭᐃᑦ ᐊᑐᑦᑕᐃᑦ ᐱᐅᓂᖓᓗ ᐃᑭᐊᖅᑭᕕᒃᑯᕈᑏᑦ. ᑖᓐᓇ ᐋᖅᑭᒃᓯᖓᖅ ᐱᔮᕆᖅᐸᑦ, ᖃᒥᓪᓗᒍ ᐱᓕᕆᐊᖑᔪᖅ.

ᑭᖑᓪᓕᖅ, ᖃᕆᓴᐅᔭᒃᑯᑦ ᑲᑉᐳᑎᓯᒪᓗᒍ ᒪᒃᐱᖅᑐᒐᖅ. ᑕᓕᖅᐱᖕᒋᖓᓂ ᒪᒃᐱᒐᐅᑉ, ᓇᓂᓯᐊᖅᑐᑎᑦ ᓇᕿᑦᑕᐅᑎᒥᒃ ᑎᑎᕋᖅᓯᒪᔪᒥᒃ ᖃᕆᓴᐅᔭᕐᒧᐊᖅᑎᒐᒃᓴᐅᔪᒥᒃ. ᓇᕿᓪᓗᒍ ᑖᓐᓇ ᑐᖅᑯᕐᓂᐊᖅᑐᖅ .exe–ᖑᔪᖅ ᐃᓂᖃᕖᐊᓂᑦ. ᐱᐊᓂᒡᓗᒍ ᑐᖅᑯᕐᓗᒍ .exe–ᒥᑦ. ᒫᓐᓇ OBS–ᑯᑦ ᐋᖅᑭᒃᓯᒪᔪᐃᓐᓇᐅᓕᖅᐳᑦ ᓴᖅᑭᑎᑦᑎᔪᓐᓇᖅᑎᕐᓗᒋᑦ ᑭᓯᑐᐃᓐᓇᑦᑎᐊᓂᒃ ᑕᕐᓇᔭᐅᓯᐊᒃᑯᑦ ᖃᕆᓴᐅᔭᐅᑉ ᑕᐅᑐᒎᓂᑦ.

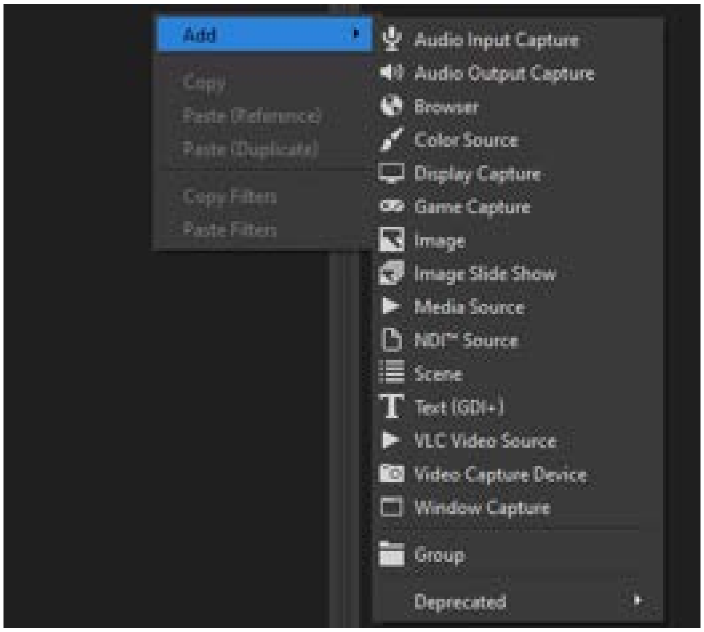
ᑕᕝᕙᓂ OBS–ᒥᑦ, ᐱᒋᐊᕐᓗᑎᑦ ᓴᓇᓗᑎᑦ ᑕᐅᑐᒃᑕᕐᓂᒃ. ᐱᖓᓱᑦ window-ᖑᔪᑦ ᑕᐅᑐᓪᓗᐊᑕᕐᓂᐊᖅᑕᑎᑦ: ᐅᑯᐊ ᑕᐃᔭᐅᔪᑦ **Scenes**–ᒥᑦ, **Sources**–ᒥᑦ ᐊᒻᒪ **Canvas**–ᒥᑦ.

ᑖᓐᓇ **Canvas** window-ᖑᔪᖅ ᑕᑯᒃᓴᐅᑎᑦᑎᔪᖅ ᑭᓯᓂᒃ ᐊᒥᖅᑳᕈᑎᖃᕐᒪᖔᖅᐱᑦ ᖁᙱᐊᓇᐊᖅᓯᒪᔪᓄᑦ. ᐊᖏᓛᖑᓂᐊᖅᑐᖅ ᕿᑎᐋᓐᓗᓂᓗ ᐱᓇᔩᑎᒧᑦ. ᐊᑐᕐᓗᒋᑦ ᐊᐅᐸᖅᑐᑦ ᑎᒍᒥᕕᖕᒋᑦ ᐊᔾᔨᙳᐊᓂᒃ ᐊᑐᒃᑲᓐᓂᕐᑯᓗᒋᑦ ᓅᓪᓗᒋᓪᓘᓐᓃᑦ ᐃᓂᑦᑎᐊᕙᐅᔪᓄᑦ.

ᑖᓐᓇ **Scenes**–ᖑᔪᖅ window–ᒥᑦ ᐊᔾᔭᐸᓗᖕᒋᑦ ᒪᒃᐱᖅᑐᒐᕐᓄᑦ ᐃᑭᐊᖅᑭᕕᖕᒥ–ᐃᑭᐊᖅᑭᕕᒃ ᐊᔾᔨᙳᒋᑦᖓᓂᒃ ᐋᖅᑭᒃᓯᒪᓂᖅᑲᕆᓇᕐᒪᑦ ᐊᒻᒪ ᑐᑭᓯᒋᐊᒐᒃᓴᑦ ᑕᑯᒃᓴᐅᑎᑕᐅᔪᑦ, ᐊᔾᔨᑐᐃᓐᓇᖓ ᓱᓕᕗᖅ ᑕᑯᒃᓴᐅᔪᓄᑦ.

ᑖᓐᓇ **Sources**–ᖑᔪᖅ ᓇᑲᙶᕐᓂᖕᒋᑦ ᓇᓂᓂᐊᖅᑕᑎᑦ ᐊᑦᑕᑕᖅᑎᓪᓗᒋᓪᓗ ᐃᓗᓕᖅᑕᖕᒋᑦ ᓴᖅᑮᔭᖅᑎᑦᕐᓄᑦ. ᐃᓚᓯᓂᐊᕐᓗᓂ ᐃᓗᓕᖕᒋᓐᓂᒃ, ᐊᑐᕐᓗᒍ ᐊᑎᓕᐅᕈᑎᐅᑉ ᓇᕿᑦᑕᐅᑖ ᐊᑖᓄᑦ ᑕᓕᖅᐱᐊᓄᓪᓘᓐᓃᑦ ᓇᕿᓪᓗᒍ window–ᖑᔪᖅ.

ᓂᕈᐊᕐᓗᑎᑦ **ᑕᕐᓇᔫᒃᓯᒥᒃ ᑎᒍᓯᔾᔪᑎᒥᒃ** ᐊᒻᒪ ᐃᑭᐊᖅᑭᕕᖕᓄᑦ ᐊᑦᑕᑕᕝᕕᒋᓗᒍ



ᐊᔾᔨᓕᐅᕈᑏᑦ. ᓂᕈᐊᕐᓗᑎᑦ ᐊᑎᕐᒥᒃ ᐃᓗᓕᖓᓄᑦ (ᓲᕐᓗ, “Me”). ᐱᐊᓂᒃᐸᑕ, ᓴᖅᑭᑐᕐᑲᒃᑲᓐᓂᕐᓂᐊᖅᐳᖅ window-ᖑᔪᒥᑦ, ᓂᕈᐊᕐᑯᓗᑎᑦ ᓇᓕᐊᖕᓂ ᐅᕐᑲᓘᑎᕋᑖᒥᒃ ᐊᑐᕈᒪᖕᒪᖕᖒᖅᐱᑦ. ᓂᕈᐊᕐᓗᒍ ᐊᔾᔨᓕᐅᕈᑎᑦ.

ᒫᓐᓇ, OBS-ᒧᑦ ᐊᔾᔨᓕᐅᖅᑕᕐᓄᑦ ᐊᔾᔨᓕᐅᖅᓯᔾᔪᑎᒧᐊᕐᓗᑎᑦ, ᑕᒃᑯᓐᖓᕐᓗᑎᑦ **Tools**-ᓚᓯᒪᔪᒧᑦ ᕐᑯᑖᓂ ᐃᓂᕐᑲᕐᕕᐊᓂᑦ ᐊᒻᒪ ᓂᕈᐊᕐᓗᒍ **VirtualCam**-ᒥᑦ ᑕᒃᑯᓐᖓᑦ ᑎᒍᓯᒃᕕᖕᒥᑦ ᐃᓂᐅᔪᒧᑦ.

ᑖᓐᓇ ᐅᕐᑲᕐᑲᑎᕌᖕᓂᕐᒧᑦ ᑭᐸᐹᓇᒃᑐᖅ ᓴᖅᑭᓐᓂᐊᖅᑐᖅ:

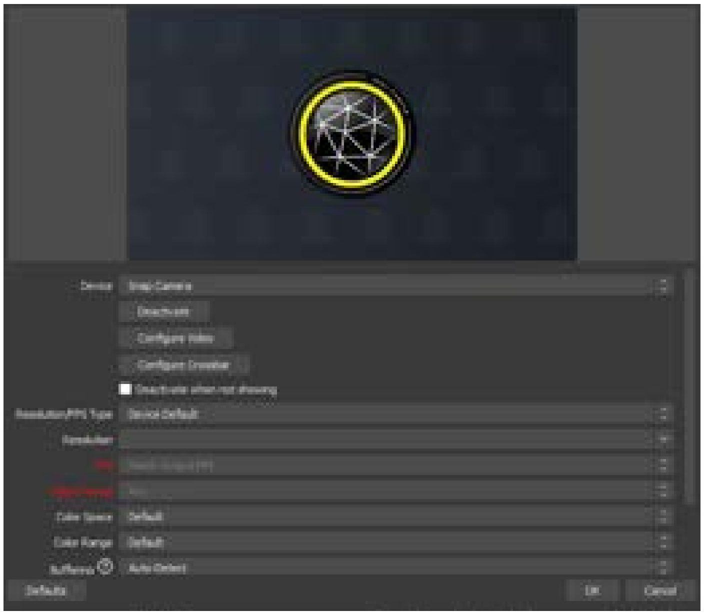
ᓇᕐᑭᓪᓗᒍ ᐱᒋᐊᕐᕕᒃ ᖃᓇᓴᐅᔭᒃᑯᓪᓗ ᑲᑎᒪᓂᕐᒧᑦ ᐱᓇᔫᑎᒧᐊᕐᓗᑎᑦ (Zoom, meet-ᖑᔪᒧᑦ, ᐊᓯᖏᓪᓗ). ᐅᕙᓂ, ᐋᖅᑭᒃᓱᓇᐊᕐᑲᕐᓂᐊᖅᑕᑦ ᑕᕐᓇᔫᒃᓴᖅ ᐊᑐᕐᓂᐊᕐᓗᒍ OBS-ᖑᔪᖅ ᐊᔾᔨᓕᐅᕈᑎᑦ ᐊᔾᔨᓕᐅᕈᑎᒋᙱᖕᒋᕐᓗᒍ.

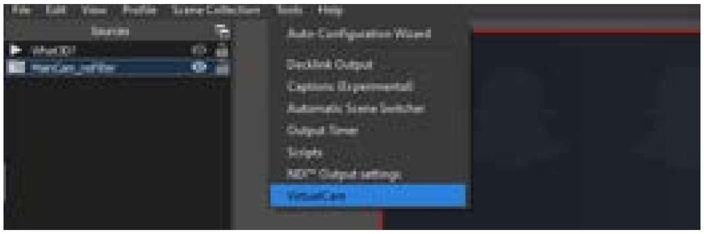
ᐃᓚᓗᒋᑦ ᐃᓗᓕᖕᒋᑦ ᑕᑯᒃᓴᐅᔪᒧᑦ ᓂᕈᐊᕐᓗᓂ ᑎᒍᓯᔾᔪᑎᒥᑦ ᐃᓂᐊᓂ ᑎᒃᑯᐊᖅᑐᕐᓗᒋᓪᓗ ᐃᓗᓕᖕᒋᑦ ᓇᒦᒻᒪᖕᖒᑕ-ᐃᑭᐊᖅᑭᕕᒃ, ᑕᕐᓇᔫᒃᓴᖅ, ᐊᔾᔨᙳᐊᑦ, ᐊᓯᖕᒋᓪᓗ. ᐊᐅᓚᕐᑎᓂᖅ ᓇᑭᙵᕐᓂᕐᓂᒃ ᖃᐅᔨᓗᑎᒃ ᖃᓄᖅ ᖃᓕᕇᓕᖅᑎᑕᐅᓂᐊᕐᒪᖕᖒᑕ ᑲᑎᑕᐅᓂᐊᕐᒪᖕᖒᑕᓘᓐᓃᑦ ᒪᒃᐱᖅᑑᕐᒥ; ᓇᑭᙵᕐᓂᖕᖓ source-ᖑᔪᖅ ᕐᑯᑖᓂ ᑎᑎᕋᖅᓯᒪᔪᓂ ᕐᑯᑖᓃᓐᓂᐊᖅᑐᖅ, ᐊᒻᒪᓗ ᐊᓯᖏᑦ.

ᐊᑐᖅᓱᓂ ᑕᒪᑐᒥᖓ ᐊᑐᖅᑕᐅᔪᒥᒃ ᓴᖅᑭᑎᑦᑎᓕᖅᐸᒃᐳᖅ ᖃᓇᓴᐅᔭᒃᑯᑦ ᐃᓕᓐᓂᐊᕐᕕᖏᕐᑲᑎᑮᓂᒃ ᓴᖅᑭᑎᑦᑎᔪᓂᒃ ᐅᖓᓯᒋᖓᓗᐊᕐᓗᒍ ᐃᓕᑎᕙᓪᓕᐊᓂᕐᒥᒃ, ᑕᒪᓐᓇᓗ ᓴᖅᑭᑎᑦᑎᓕᖅᓱᓂ ᐅᖓᓯᒋᖓᓗᐊᕐᓗᒍ ᐃᓕᑎᕙᓪᓕᐊᓂᕐᒥᒃ ᐅᑎᕐᕕᕐᑲᕐᓂᕐᒥᒃ ᐱᓕᕆᕐᑲᑎᕐᑲᖅᐸᖕᓂᕐᒥᒃ ᑎᒥᒃᑯᑦ ᐃᓕᓐᓂᐊᕐᕕᖕᒥ ᐃᒡᓗᕈᓯᕐᒥᒃ. ᐃᓕᓴᐃᔩ ᑕᐅᑐᒃᑕᐅᖏᓐᓇᕈᓐᓇᖅᑐᖅ ᑲᑎᒪᓂᕐᒧᑦ ᖃᓇᓴᐅᔭᒃᑯᑦ ᐃᓗᓕᖕᒋᑦ ᓴᓂᐊᒍᑦ ᐃᓗᓕᖕᒋᑕ, ᐃᓚᖕᒋᓪᓗ ᐱᓇᔫᑎᑦ ᐊᑐᖅᑎᓂᒃ ᒥᒃᓵᒋᐊᖅᑎᑦᑎᔪᓐᓇᖅᑐᑦ ᓇᓗᓇᐃᕐᓗᒍ ᑕᕐᓇᔫᒃᓴᒥᒃ ᓇᖕᒥᓂᖅ ᐊᔾᔨᓕᐅᕈᑎᖕᒋᓐᓂ, ᓱᓕ ᑕᑯᔪᓐᓇᕐᓂᐊᕐᒪᑕ ᑕᕐᓇᔫᒃᓴᓂᒃ ᖃᓄᐃᓕᐅᕐᒪᖕᖒᑕ ᐃᓕᓐᓂᐊᖅᑎᓚᒫᑦ. ᑕᑎᖅᑲᙱᖕᖒᕐᓗᑎᒃ ᐊᔾᔨᙳᐊᓂᑦ, ᐃᓕᓴᐃᔩᑦ ᓴᖅᑭᑎᔪᓐᓇᖅᑐᑦ ᐱᕐᑯᔾᔭᖕᖒᕈᑎᒥᑦ ᑎᑎᕋᐅᔭᖅᓯᒪᔪᓂᑦ.

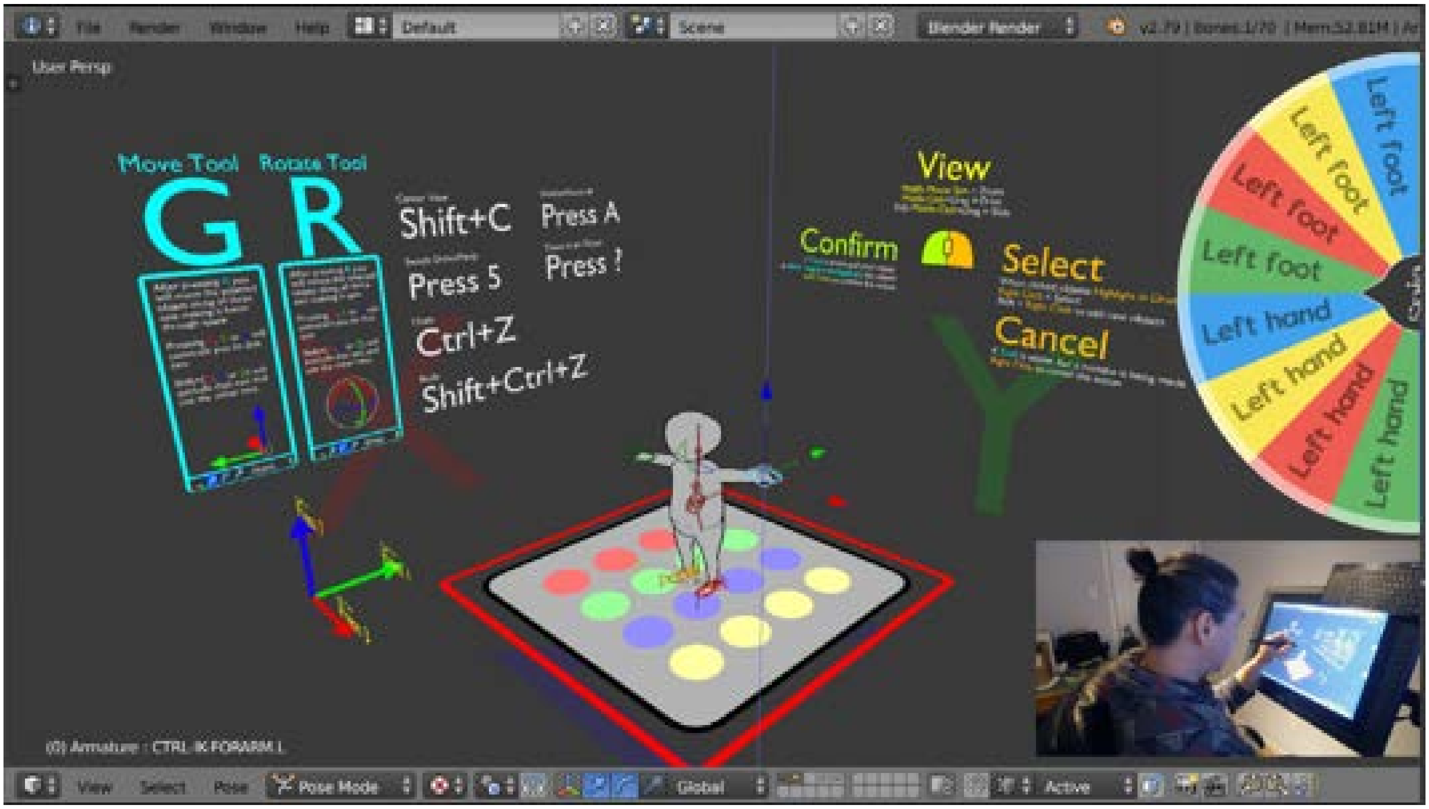
ᑕᒪᕐᒥᒃ, ᐊᑐᖅᓱᓂ ᑖᔅᓯᒥᖓ OBS-ᒧᑦ ᐋᖅᑭᒃᓯᓂᕐᒥᒃ ᐋᖅᑭᒃᓯᙱᑐᐃᓐᓇᓇᐊᓕᒃ ᑕᒪᐃᓐᓂᒃ ᐊᒃᓱᕈᕐᓇᖅᑐᓂᒃ ᖃᓇᓴᐅᔭᒃᑯᑦ ᐃᓕᓴᐃᓂᕐᒥᒃ-ᑭᓯᐊᓂ ᕐᑯᕕᐊᓇᕐᓂᖅᓴᐅᔪᓐᓇᖅᑐᖅ. &

ᖃᓇᓴᐅᔭᓕᕆᓂᖅ ᐊᒻᒪ ᑐᓴᐅᒪᖅᑎᑲᓐᓂᖅ · ᓴᓇᓯᒪᓂᖓ · ᖃᓇᓴᐅᔭᐃᑦ ᐊᒻᒪ ᐃᓄᖕᑎᑲᑦ





ᐱᖓᓱᓂᒃ ᖃᓕᖅᓂᒃ ᐋᖅᑭᒃᓯᓗᑎᑦ: ᑕᒃᑰᓇ window-ᑯᑦ ᐊᔾᔨᓕᐅᕆᓂᖅ ᐱᓕᕆᐊᒃᓴᓐᓄᑦ, ᐊᔾᔨᓕᐅᕈᑎᒥᒃ ᐱᓪᓗᖓ, ᕿᓂᕈᑎ ᐱᓗᒍ ᐊᒃᓴᓗᐊᒧᑦ ᐅᐃᔾᔫᖅᑐᖅ (ᐃᓚᖃᕐᓗᓂ ᓴᓗᒻᒪᖅᓴᐅᑎᒥᒃ ᐃᓚᓯᓂᐊᕐᓗᓂ ᑕᑯᒃᓴᐅᓂᕐᒥᒃ)



ᐃᓕᓐᓂᐊᖅᑎ ᓲᐱ ᓚᑯᐊ (ᖄᑎᐊᓃᑦᑐᖅ) ᐊᒻᒪ ᓴᓇᓚᐅᖅᑕᖓ ᐊᓂᕐᓂᖃᕐᓇᖏᑦᑐᖅ (ᐊᑖᓂ)

ᑕᐃᔭᐅᔪᖅ Algonquin-ᒥᑦ ᓯᓚᑦᑐᖅᓴᕐᕕᒃ ᐃᓚᐅᓕᖅᐳᖅ ᓴᓇᔪᒧᑦ ᓅᑦᑕᕐᓂᕐᒧᑦ

ᑎᑎᕋᖅᑐᖅ ᓯᐅᕋᓐ ᐊᔅᓯᐊᒃ

Algonquin ᓯᓚᑦᑐᖅᓴᕐᕕᐊᓂᑦ ᑕᐃᔭᐅᔪᖅ DARE Direct Makerspace ᖃᕆᓴᐅᔭᓕᕆᕝᕕᒃ, ᐋᑐᐙᒥᑦ, ᐋᓐᑎᐅᕆᔫ

ᐃᓕᓐᓂᐊᒐᒃᓴᖅ: ᐋᖅᑭᒃᓯᒪᓂᒃᓴᖓ ᐊᒻᒪ ᓴᓇᓗᓂ ᐊᑐᖅᑕᐅᔪᓐᓇᖅᑐᒥᒃ ᑕᐃᔭᐅᔪᖅ kiosk destined-ᒥᑦ ᑕᕝᕙᓂ ᐊᐅᓚᑕᐅᓂᐊᖅᑐᒥᒃ ByWard ᓂᐊᕕᐊᒃᓴᖃᕐᕕᐊᓂᑦ, ᐋᑐᐙᒥ ᓂᐅᕕᕆᐊᕐᕕᖕᒥ, ᓂᕆᕝᕕᖕᒥ ᐊᒻᒪ ᓴᓇᙳᐊᕐᕕᖕᒥᓗ.

ᐱᕙᓪᓕᐊᓂᖅ: ᐃᑲᔪᖅᑕᐅᓗᓂ ᐱᓕᕆᔩᒧᑦ, ᐃᓕᓐᓂᐊᖅᑏᑦ ᓴᓇᓗᑎᒃ ᐆᒃᑑᑎᓂᒃ ᐃᓕᓐᓂᐊᕐᕕᖕᒪᑕ ᓴᓇᓯᒪᔭᖕᖓᓂᒃ ᐊᑐᕐᓗᑎᒃ ᖃᕆᓴᐅᔭᒃᑯᑦ-ᐱᓕᕆᔾᔪᑎᓂᒃ ᖃᕆᓴᐅᔭᒃᑯᑦ, ᐱᓪᓚᑦᑖᖅᑯᐃᔨᐊᓂᑦ 3D-ᖑᓂᕋᖅᑕᐅᔪᒥᑦ ᑎᑎᕋᕈᓐᓇᐅᑎᒥᒃ ᐊᒻᒪᓗ ᐆᓇᖅᑐᒧᑦ ᐂᔭᐃᔾᔪᑎᒥᑦ.

ᖃᐅᔨᓐᓂᖅᓯᓂᕆᔭᖓ: ᐅᖃᓕᒫᒐᖃᑖᖅᑯᓗᖕᒥᑦ ᐅᖃᓕᒫᒐᖃᕐᕕᖕᒥᑦ ᐅᖃᓕᒫᒐᖃᕐᕕᖕᒥᓪᓗ ᐅᖃᓕᒫᒐᒃᓴᒥᑦ-ᐃᓕᓐᓂᐊᖅᑏᑦᓗ ᐃᓱᒪᒋᔭᕐᒋᑦ ᐃᓱᒪᑐᓂᕐᒋᑦᓗ ᐃᓅᓯᕐᒧᐊᖅᑕᐅᓯᑦ ᐱᓕᕆᑦᓚᑦᑖᖅᓱᑎᒃ DIY-ᑯᑦ ᐱᓕᕆᐊᕐᒋᑎᒍᑦ.

"ᖁᕕᐊᓇᓚᐅᖅᑐᖅ, ᑕᐃᒪᐃᓚᐅᖅᓯᒪᙱᓐᓇᒪ ᓯᕗᓂᐊᓂᑦ-ᐃᓱᒪᒋᑦᑎᐊᓕᓚᐅᖅᑕᖅ ᓯᓚᑐᔫᖅᑯᐃᑦᑐᖕᒐ ᑕᐃᒪᐃᑦᑐᒥᑦ," ᐅᖃᖅᑐᕕᓂᖅ ᓲᐱ ᓚᑯᐊᔅ, ᐱᖕᒐᔪᕆᓚᖅᑕᖕᒐᓂᑦ-ᐊᖏᔪᒥᑦ ᐃᓕᓐᓂᐊᖅᑎ ᐃᒡᓗᐃᑦ ᓴᓇᓯᓂᖕᒋᓐᓇᓂᑦ ᐱᔭᕇᕈᓯᐊᒥᑦ ᐃᓕᓐᓂᐊᒐᒃᓴᒥᑦ Algonquin-ᑯᑦ ᓯᓚᑦᑐᖅᓴᕐᕕᐊᓂᑦ ᐱᐊᓂᒃᓯᓚᐅᖅᑐᖅ ᐱᓕᕆᐊᒃᓴᒥᑦ ᓯᕗᓪᓕᖅᐹᒥᑦ-ᐊᖏᔪᒥᑦ ᑕᐅᑦᑕᐅᓪᓗᓂ ᑐᓴᐅᒪᔪᓕᕆᓂᖕᒧᑦ ᐃᓕᓐᓂᐊᒐᒃᓴᒥᑦ. "ᐃᖅᑲᐅᒪᔪᖓ ᐃᒃᓯᕚᖅᑐᖓ ᐱᓪᓚᑦᑖᖑᖅᑯᐃᔪᒥᑦ 3D-ᒥ ᐅᓄᖅᑐᑕᐅᕈᑎᐅᑉ ᓵᑦᑎᐊᖕᒐᓂ ᐊᔪᓚᐅᙱᓪᓕᑦ ᐃᓱᒪᓪᓗᓂᓗ, ᑖᓐᓇ ᓂᒡᓚᓇᖅᑐᒻᒪᕆᐅᖕᒪᑦ."

ᖃᕆᓴᐅᔭᖅᑲᕐᕕᐊᓂᑦ MakerSpace ᓯᓚᑦᑐᖅᓴᕝᕕᖕᒥᑦ ᐋᑐᐙ ᓯᓚᑦᑐᖅᓴᕐᕕᐊᓂᑦ ᐃᓕᓐᓂᐊᖅᑎᓄᑦ, ᐃᓕᓐᓂᐊᕐᕕᖕᓄᑦ, ᖃᐅᔨᓴᖅᑎᓄᑦ ᓄᓇᓕᖕᒥᐅᓄᓪᓗ ᕿᒥᕐᕈᔭᓐᓇᖅᑐᑦ, ᕿᒥᐊᕐᔭᖕᒥᑦ ᓴᓇᕝᕕᓪᓗ. ᐃᓱᒪᒃᓴᖅᓯᐅᕈᓐᓇᑦᑎᐊᕐᓂᒃᑯᑦ, ᐃᓱᒪᒃᓴᖅᓯᐅᕈᓐᓇᕐᓂᒃᑯᑦ ᐊᒻᒪ ᑲᑐᔾᔨᖅᑲᑎᒌᖕᓂᒃᑯᑦ, ᐱᓕᕆᔩᑦ ᐃᓚᐅᓲᖑᕗᑦ ᐱᓕᕆᐊᒃᓴᓂᒃ ᓴᖅᑭᑦᑎᔪᓂᒃ ᐊᒻᒪ ᓴᙱᒃᑎᕆᐊᕈᑕᐅᔪᓐᓇᖅᑐᓂᒃ ᐊᔪᙱᑦᑕᐅᔭᕆᐊᓕᖕᓂᒃ ᖃᐅᔨᓴᖅᑐᓕᕆᓂᕐᒥᒃ, ᖃᕆᓴᐅᔭᓕᕆᓂᕐᒥᑦ, ᓈᓴᐅᓯᕆᓂᕐᒥᒃ ᐊᒻᒪ ᐋᖅᑭᒃᓱᐃᓂᕐᒥᑦ.

ᑕᑯᒃᓴᐅᑎᑦᑎᔪᑦ 90-ᓂᒃ ᑭᑉᐹᓇᒃᑐᓂᒃ ᑕᑭᓂᓕᖕᓂᒃ ᐃᓕᓐᓂᐊᖅᓯᓐᓈᑦ ᑲᑎᒪᓯᓐᓈᑦ ᐊᔾᔨᒌᙱᑦᑐᓂᒃ ᐱᒋᐊᓕᓛᖅᑐᓂᒃ ᓴᓇᕐᕈᑎᓂᒃ ᐊᒻᒪ ᐱᓕᕆᔾᔪᑎᓂᒃ: ᑕᐃᒃᑯᐊᑐᐊᖑᙱᑦᑐᑦ Lecours-ᖑᔪᖅ ᐊᑐᖅᑕᐅᔪᑦ, ᑭᓯᐊᓂᑦᑕᐅᖅ ᖃᕆᓴᐅᔭᒃᑯᑦ ᐊᑐᕈᑎ ᓂᐊᖅᑯᖅᒧᑦ, ᑕᐃᔭᐅᔪᖅ Vinyl ᐊᒡᒍᐃᔾᔪᑎ, Lego Mindstorms (ᐱᓕᕆᐊᒃᓴᐃᑦ), ᐊᑐᒐᒃᓴᑦ ᓴᓇᓂᐊᕐᓗᓂ ᐅᐊᔭᒨᖅᑐᓂᒃ, ᐊᒻᒪ ᖃᕆᓴᐅᔭᓕᕆᔾᔪᑎᓂᒃ ᐱᓪᓚᑦᑖᖅᑯᐃᔨᓂᑦ 3D-ᓄᑦ ᐋᖅᑭᒃᓯᒪᔪᓄᑦ, ᐃᒡᓗᖅᔪᐊᓄᑦ ᐃᑭᐊᖅᑭᕕᖕᓄᑦ ᐊᒻᒪ apps-ᓄᑦ ᖃᕆᓴᐅᔭᒦᑦᑐᓂᑦ, ᐊᒻᒪ ᐱᕙᓪᓕᐊᑎᑦᑎᓂᖅ ᑕᖅᕆᔮᒃᓴᓂᒃ, ᐊᓯᖏᓐᓂᒡᓗ ᐱᓕᕆᐊᖑᖕᒫᕈᓐᓇᖅᑐᓂᒃ. ᑭᓯᐊᓂ ᐱᒻᒪᕆᐅᖅᑕᐅᒋᕗᖅ ᑖᒃᑯᐊ ᒪᕐᕉᒃ ᐊᔪᙱᑦᑎᐊᖅᑑᒃ ᐱᓕᕆᔨᐅᔫᒃ ᐃᑲᔪᖅᐸᒃᑐᑦ ᐊᑐᖅᐸᒃᑐᓂᒃ ᐃᓱᒪᒃᓴᖅᓯᐅᕐᓂᕐᒥᒃ ᓴᓇᔪᓐᓇᕐᓂᕐᒥᒡᓗ ᓴᓇᔭᒥᓂᒃ.

"ᕿᒥᕐᕈᓂᖅ ᓄᑖᓂᒃ ᐃᓱᒪᒋᔭᒃᓴᓂᒃ ᐃᓕᖅᑎᕙᓪᓕᐊᓂᖅᓗ ᓄᑖᓂᒃ ᐊᔪᕈᓐᓃᖅᑕᐅᕙᒃᑐᓂᒃ," ᐅᖃᖅᑐᖅ ᒫᑎᐅ ᔪᕋᐸᒃ, ᐊᐅᓚᑦᑎᔨᕐᓯᐅᒃᑲᓐᓂᖅᑐᖅ ᓂᐅᕐᕈᑎᖃᖅᐸᖕᓂᕐᒧᑦ ᑐᓴᐅᒪᑎᑦᑎᓂᕐᒧᓪᓗ Algonquin-ᑯᑦ ᓯᓚᑦᑐᖅᓴᕐᕕᐊᐅᑉ ᑎᑎᕋᕐᕕᖓᓄᑦ ᐊᑐᖅᑕᐅᔪᓄᑦ ᖃᐅᔨᓴᕐᓂᕐᒧᑦ, ᐃᓱᒪᒃᓴᖅᓯᐅᑦᑎᐊᖅᓯᒪᓂᕐᒧᑦ ᓇᖕᒥᓂᖃᕐᓂᕐᒧᓪᓗ. "ᐃᓄᐃᑦ ᖁᕕᐊᒋᔭᖅᑲᓕᕐᓰᑦ ᖃᓄᖅ ᑎᑭᐅᑎᔪᓐᓇᕐᓂᕐᒥᓂᒃ-ᑕᐃᑲᓂ ᐊᖑᒃᑯᒃᑰᖅᑐᖅ ᐊᑐᓰᖅ."

ᑕᒪᓐᓇ ᓴᖅᑮᓯᒪᕗᖅ ᐅᓄᖅᑐᓂᒃ ᐱᓕᕆᐊᓂᒃ ᓴᖅᑭᑕᐅᕙᑦᑐᓂᒃ ᐃᓕᓐᓂᐊᖅᑎᓄᑦ ᐊᔾᔩᕐᓃᑦᑐᓂᒃ ᐃᓕᓐᓂᐊᖅᑎᐊᖅᓯᒪᑦᑎᐊᕐᓂᕐᒧᑦ, ᐃᓚᓕᐅᑎᓪᓗᒋᑦ ᑎᑎᖅᑐᒐᐃᑦ, ᖃᕆᓴᐅᔭᐃᑦ, ᐱᕙᓪᓕᐊᔪᓕᕆᓂᖅ ᐊᒻᒪ ᑕᖅᑲᒃᑯᓄᕐᒐ ᓴᓇᔪᑕᓚᓃᑦ. ᐊᑕᐅᓯᖅ ᐱᓕᕆᐊᖅ ᐃᓚᖅᑲᓚᐅᖅᐳᖅ ᐃᓕᓐᓂᐊᖅᑎᓂᒃ ᖃᐅᔨᓴᖅᑐᓂᒃ poly-lactic acid-ᒧᑦ, biodegedable–ᒧᑦ, corn-based–ᒧᑦ ᐊᐅᒃᑕᔫᖅ. ᐊᓯᖏᑦ ᐱᙳᐊᑦᑎᐊᖅᓯᒪᓂᖅᓴᐅᔪᑦ–ᐱᓪᓚᑦᑖᖅᑯᐃᔨᑦ ᑕᐃᔭᐅᔪᖅ 3D-ᓂᒃ ᑎᑎᕋᐅᒐᕐᓂᒃ ᓲᕐᓗ robot pencil-ᒥᒃ ᑎᒍᒥᐊᖅᑐᖅ ᐊᑎᖃᖅᑐᖅ Pangolin-ᒥᒃ ᐊᒻᒪ ᑮᓇᑉᐸᒃᓯᒪᔪᖅ ᑕᕐᕆᔮᒃᓴᒥᙵᖅᑐᖅ *Black Panther*-ᒥᑦ.

ᒫᓐᓇᒧᑦ ᑎᑭᕐᓗᒍ, ᑖᒃᑯᐊ ᐃᓱᒪᒋᔭᐅᑦᑎᐊᖅᓯᒪᔪᑦ ᐱᓕᕆᐊᑦ ᐊᓯᔾᔨᖅᐸᓪᓕᐊᓯᒪᒐᑦ ᐊᑐᖅᑎᑦ ᐃᓂᒥᒃ ᐊᒥᖅᑳᕈᑎᖃᖅᓗᑎᒃ ᐃᓱᒪᒋᔭᐅᔪᑦ, ᐱᓕᕆᔾᔪᓯᕐᓂᒃ, ᐊᒃᓱᕈᕐᓇᖅᑐᓂᒃ ᐊᒻᒪ ᐋᖅᑭᒋᐊᕈᑎᒃᓴᓂᒃ–ᑭᓱᓂᒃ ᔪᕋᐱᒃᒥ ᑕᐃᒍᓯᕐᓂᒃ "ᐱᕈᖅᓴᐃᓂᕐᒧᑦ ᑐᓗᖅᑕᕈᑕᐅᓰᑦ." ᓄᕙᒡᔪᐊᕐᓇᖅ-19–ᖑᔪᖅ ᓄᓇᕐᔪᐊᕐᒥ ᖃᓂᒻᒪᒍᑕᐅᕙᓪᓕᐊᔪᖅ, ᐊᑦᑕᕐᓇᖅᑕᐃᓕᒪᔾᔪᑏᑦ ᐅᐸᒍᑎᔪᓐᓇᖏᕐᓗᑎᒃ ᐃᓂᒃᓴᒧᑦ, ᑭᓯᐊᓂ ᐱᓕᕆᔩᑦ ᐊᑐᐃᓐᓇᕈᖅᑎᑦᑎᓯᒍᕗᑦ ᐋᖅᑭᒃᓯᒪᓂᒃᓴᖏᓐᓂᒃ ᐊᒻᒪ ᓴᖅᑭᑕᐅᕙᓪᓕᐊᔪᓂᒃ ᐃᑲᔪᖅᓯᐃᔾᔪᑎᓂᒃ ᐅᖓᓯᒋᔭᐅᔪᒥᙱᕐᓗᑎᒃ, ᖃᕆᓴᐅᔭᒃᑯᑦ ᑐᓴᕋᒃᑎᑦᑎᓪᓗᑎᒃ. ᐱᓕᕆᖃᑎᒌᑦ ᑲᔪᓯᙵᔪᑦ ᐱᑎᑦᑎᕙᒃᓗᑎᒃ ᐃᓕᓐᓂᐊᓚᐅᒃᑲᓐᓂᑦ–ᑕᒪᐃᓐᓂᒃ ᖃᕆᓴᐅᔭᒃᑯᑦ–ᐱᔾᔪᑎᓄᑦ ᓲᕐᓗ ᐱᓪᓚᑦᑖᖅᑯᐃᔨᑦ ᑕᐃᔭᐅᔪᖅ 3D–

ᒥᑦ ᐋᖅᑭᒃᓯᒪᓂᒃᓴᖏᑦ, ᖃᕆᓴᐅᔭᒃᑯᑦ ᓇᕿᑦᑕᐃᔾᔪᑎ ᑐᙵᕕᖕᒐ ᐋᕐᑐᐃᓅ, ᐊᒻᒪ Twitch, ᓴᖅᕿᔭᒃᑲᐅᑎᒋᔪᒥᒃ ᑕᕐᕆᔮᒃᓴᒥᒃ ᐱᔨᑦᑎᕋᕐᓂᖅ ᐱᙳᐊᖅᑐᓄᑦ.

Algonquin−ᑯᑦ ᐱᒋᐊᖅᑎᑦᑎᓚᐅᖅᐳᑦ ᓴᓇᔭᒥᓂᒃ 2018−ᒥ ᐃᓚᒋᔭᐅᓪᓗᓂ DARE−ᒧᑦ (ᓇᓂᓯᓂᖅ, ᐊᑐᖅᑕᐅᔪᓂᒃ ᖃᐅᔨᓴᕐᓂᖅ ᐊᒻᒪ ᓇᖏᓂᖅᑳᖅᑎᐅᓂᖅ) ᐊᕕᒃᑐᖅᓯᒪᔪᓂ, ᐱᓕᕆᔾᔪᑎᑦᑎᐊᕙᑦ, ᐊᔾᔨᒌᙱᑦᑐᓂᒃ ᐋᖅᑭᒋᐊᖅᓯᓂᕐᒧᑦ ᐃᓕᓐᓂᐊᕐᓂᖅ ᐊᒻᒪ ᓄᑖᓂᒃ ᓴᖅᑭᑦᑎᓂᕐᒧᑦ ᑐᖅᑲᖅᑕᕐᕕᒃ. ᐅᑭᐅᖓᓄᑦ ᒪᕐᕉᖓᓄᑦ ᓴᓇᔭᐅᑎᓪᓗᒍ, ᐊᑭᖃᖅᐳᓂ $45 ᒥᓕᐊᓐ ᖃᓂᒋᔭᓂ, ᓇᑉᐸᖏᑦ ᒐᕙᒪᑐᖃᒃᑯᓐᓂᙵᖅᑐᑦ ᐊᒻᒪ ᑲᓇᑕᒥ ᐊᕕᒃᑐᖅᓯᒪᔪᓂᒃ ᒐᕙᒪᓂᒃ, ᐱᖓᓱᑦ−ᐃᒡᓗᕐᔪᐊᑦ ᓴᖅᕿᔭᖅᑎᑦᑎᕗᑦ ᐊᔾᔨᒌᙱᑦᑐᓂᒃ ᓴᖅᑭᑎᕙᓪᓚᐊᔨᓂᒃ, ᐆᒻᒪᖅᑯᑎᓄᑦ ᖃᐅᔨᓴᕐᕕᖕᒥ, ᖃᕆᓴᐅᔭᒃᑯᑦ ᖃᐅᔨᓴᕐᕕᖕᒥ ᐊᒻᒪ ᖃᕆᓴᐅᔭᒃᑯᑦ ᑎᑎᕋᕆᐅᖅᓴᕐᕕᖕᒥ.

ᐃᖏᕐᕋᓂᕐᒧᑦ ᐃᓱᒪᒋᔭᐅᓂᖓ ᓴᓇᔪᓄᑦ−ᓴᓇᓂᖅ ᓇᒻᒥᓂᖅ ᐊᒡᒐᖑᑦ ᑎᒍᒥᐊᖅᑐᖅ ᓴᓇᑐᓂᕐᒥᑦ, ᐃᓱᒪᒃᓴᖅᓯᐅᕈᓇᓂᕐᒥᑦ ᑲᑐᔾᔨᖃᑎᒌᓐᓂᕐᒥᒡᓗ-ᐋᖅᑭᒃᓱᐃᑲᓐᓂᖅᓯᒪᔪᖅ ᖃᓄᖅ ᐃᓕᓐᓂᐊᕐᕖᑦ ᑲᔪᓯᑦᓯᖃᑦᑕᕐᒪᖔᑕ ᐱᓕᕆᔾᔪᑎᓄᑦ ᐃᓕᓐᓂᐊᕐᓂᕐᒥᑦ ᐊᕐᕿᒍᓂᑦ ᖁᓚᓂᑦ. ᐱᕙᓪᓚᐊᓃᑦ ᓱᕐᓗ ᐊᑐᖓᒃᓴᐅᕐᔪᐊᖅᑐᑦ ᐃᑭᐊᖅᑭᕕᓚᕆᔾᔪᑎᑦ, ᐊᑭᑐᓗᐊᙱᑦᑐᑦ ᖃᕆᓴᐅᔭᒃᑯᑦ ᐊᑐᒐᒃᓴᑦ ᐃᓅᖅᑲᑎᒌᓪᓗ ᐊᖏᒃᓚᒋᐊᖅᓯᒪᔪᑦ ᓯᕗᓪᓚᐅᑎᔭᕆᐊᖃᖅᑕᖏᓐᓂ STEM−ᖑᔪᒧᑦ ᐊᔪᙱᓐᓂᕐᓂ ᐋᖅᑭᒃᓯᓯᒪᔪᑦ ᐅᓄᖅᓯᕙᓪᓚᐊᓂᖏᓐᓂᒃ ᓴᓇᕙᕖᑦ ᐃᓕᓐᓂᐊᓚᕌᖅᑐᓂᑦ ᖁᕚᕙᓯᖏᓂᓚᖓᓄᑦ 12-ᒧᑦ ᐊᒻᒪ ᐃᓕᓐᓂᐊᒃᑲᓐᓂᕐᓂᕐᒧᑦ ᐱᓕᕆᕚᖕᓂ. ᖃᐅᔨᒪᔭᐅᖕᒥᔪᖅ hackerspaces−ᖑᔪᖅ ᐊᒻᒪ FabLabs−ᖑᔪᖅ (“fab” ᓇᖏᖅᑐᑦ “ᐋᖅᑭᒃᓱᐃᓂᕐᒧᑦ”), ᓴᓇᕙᒃᑐᑦ ᓈᒻᒪᒃᓴᖅᐳᑦ ᓴᓇᔭᐅᓯᒪᔪᒥᒃ ᐊᔪᕈᓐᓃᖅᓴᖅᑎᑦᑎᔨᒥᒃ, ᐃᓕᓴᐃᔩᑦ ᐃᓚᐅᑎᑦᑎᕙᒃᐳᑎᒃ ᐃᓕᓐᓂᐊᖅᑎᓂᒃ ᐱᓕᕆᐊᖑᔪᓐᓇᖅᑐᓂᒃ ᓱᕐᓗ ᐃᒪᓐᓇ, ᐊᔪᕐᓇᙱᑦᑐᑯᓗᖕᒥᒃ−ᓱᕐᓗ, ᓄᑲᖅᑳᑦ ᐃᓕᓐᓂᐊᖅᑏᑦ ᐱᙳᐊᖅᑎᑦᑎᕙᒃᐳᑎᒃ ᐊᑐᖅᑐᖃᕐᓗᓂ ᖃᑐᑦᑐᒐᐅᔭᓂᒃ, ᖃᑐᑦᑐᒐᐅᔭᓂᒃ ᓂᐱᐅᑎᓂᒡᓗ−ᐊᔪᕐᓇᖅᑐᓄᑦ−ᓱᕐᓗ ᐊᑐᖅᑐᖃᕐᓗᓂ ᐱᓪᓚᑦᑖᖅᑯᔾᔪᓂᑦ ᑕᐃᔭᐅᔪᖅ 3D−ᓂᒃ ᑎᑎᕋᖅᓯᒪᓕᖅᑎᑦᑎᓂᕐᒧᑦ ᐱᓕᕆᔾᔪᑕᐅᕙᒃᑐᓂᒃ ᓴᖅᑭᑎᑦᑎᔪᒪᓪᓗᑎᒃ ᐱᐅᒪᓇᒃᑐᒥᒃ−ᐊᔾᔨᙳᐊᓂᒃ.

ᐊᓯᖏᑎᑐᑦᑕᐅᖅ ᐃᓕᓐᓂᐊᕐᕕᓕᐅᕐᓯᑦ, ᑖᒃᑯᐊ Algonquin−ᑯᑦ ᐅᒃᑯᐃᖓᕗᖅ ᓄᓇᓕᖕᓂᑦ ᓇᖏᓂᕐᑯᑎᖅᑳᖅᑐᓄᑦ ᐊᓯᖏᓐᓄᓪᓗ ᑲᑐᔾᔨᖃᑎᒌᓄᑦ. ᒪᐃᙳᑎᓪᓗᒍ, ᐃᓱᒫᓗᑎᖅᑲᓗᐊᓚᐅᖅᑐᑦ ᓇᖏᓂᖅ ᓴᐳᒻᒥᔾᔪᑎᓂᒃ ᐱᖁᑎᖅᑳᑎᐊᙱᓐᓂᖏᓐᓂᒃ ᓯᕗᓪᓕᖅᐹᒥ ᖃᓂᒪᓇᐅᑎᓪᓗᒍ, ᐃᓚᐅᓚᐅᖅᐳᑦ ᓄᓇᓕᖕᓂ ᓴᖅᑭᑎᓇᓯᒃᑯᑎᒃ ᕿᓇᕐᒧᑦ ᓴᐳᒻᒥᔾᔪᑎᓂᒃ ᓄᑕᖅᑲᓄᑦ ᐋᓐᓂᐊᕐᕕᐊᓗᖕᒥ ᐋᓐᑎᐅᓇᐅ ᑲᓇᖕᓇᖅᐸᓯᐊᓂ, ᓯᓚᑦᑐᖅᓴᕐᕕᒃᔪᐊᕐᒥ ᐋᑐᕚᒥ ᐋᓐᓂᐊᕕᖕᒥ ᐃᓕᓐᓂᐊᖅᑎᓂᒃ, ᑐᙵᕕᒋᔭᐅᔪᑦ ᐋᓐᓂᐊᖅᑲᕐᓇᖏᑦᑐᓕᓐᓂᕐᒧᑦ−ᑲᒪᒋᔭᐅᕗᒃᑐᑦ ᐋᓐᓂᐊᖅᑲᕐᓇᖏᑦᑐᓕᕆᔨᒃᑯᑦ ᐋᑐᕚᒥ, ᐊᒻᒪ ᑖᓐᓇ ᑐᙵᕕᐅᔪᖅ, ᐃᑖᒃᑰᖅᑐᖅ ᐃᑲᔪᖅᐸᒃᑐᑦ ᐱᓕᕆᔾᔪᑎᓂᒃ ᐋᖅᑭᒋᐊᕈᑎᒃᓴᓂᒃ ᓱᕈᖅᑎᓇᑦᑕᐃᓕᒪᓂᕐᒧᑦ ᑭᓯᐊᓂ ᐱᒃᑯᒥᓇᖅᓯᓪᓗᑎᒃ ᓄᕙᒡᔪᐊᕐᓇᖅ-ᒥ ᐃᑲᔪᖅᑐᐃᓇᓱᒃᑎᓪᓗᒋᑦ ᓄᓇᕐᔪᐊᕐᒥ ᖃᓂᒻᒪᒍᑕᐅᕙᓪᓕᐊᔪᒥᒃ.

ᐊᒻᒪᓗ 14-ᓂᒃ ᐅᑭᐅᓕᒃ ᐋᓇᐊᓐ Hᐋᖅᓴᑦ, ᒫᓐᓇᕋᑖᖅ ᐊᑐᑦᑎᐊᓚᐅᖅᑐᖅ ᓴᓇᔪᓐᓇᖅᑐᒥᒃ ᖃᐅᔨᑎᑦᑎᓪᓗᓂ ᐋᓐᓂᐊᖅᑐᓕᕆᓂᕐᒧᑦ ᓄᑖᓂᒃ:ᐃᓄᓪᓚᑦᑖᖑᕐᕿᑦᑐᖅ ᓯᓚᑐᓂᓕᕐᒥᑦ ᑕᐃᔭᐅᔪᖅ AI-ᒥᒃ ᓴᙱᓂᓕᒃ, ᐸᒡᕕᓴᕐᕿᑦᑐᖅ ᐊᑐᖃᑦᑕᖅᑐᖅ ᖃᐅᒪᔪᓂᒃ ᓇᓗᓇᐃᖅᓯᔾᔪᑕᐅᓪᓗᓂ ᑳᓐᓱᒥᒃ ᐃᔭᕈᕙᐅᔭᕐᓂᒃ. ᑕᖅᑭᑦ ᐱᖓᓱᑦ ᐅᖓᑖᓄᑦ, ᐱᓕᕆᔨᑦ ᓴᓇᕕᖕᒥ ᐃᑲᔪᓚᐅᖅᐳᑦ Harshith−ᑯᑦ ᐋᖅᑭᒃᓱᐃᑎᓪᓗᒋᑦ ᐊᒻᒪ ᐋᖅᑭᒃᓱᐃᓪᓗᑎᒃ ᐋᖅᑭᒃᓯᒪᐅᑎᒥᒃ, ᐃᑲᔪᖅᑐᑎᒃ ᐅᐊᔮᖅᑐᓂᒃ ᐅᐊᔭᓂᒃ, ᐱᓪᓚᑦᑖᖅᑯᔾᔪᓂᑦ 3D−ᓂᒃ ᐊᔾᔨᓕᐅᖅᓯᓂᖅ ᐊᒻᒪ ᐋᖅᑭᒃᓯᓇᓱᒃᑐᑎᒃ ᐱᓕᕆᔾᔪᑎᓄᑦ ᐱᔾᔪᑕᐅᔪᓂᒃ. ᑖᓐᓇ ᐱᑎᑦᑎᓪᓗᓂ ᑎᒍᒥᐊᒐᕐᒥᒃ ᖃᐅᔨᓴᕐᓂᕐᒥᒃ ᐱᕕᒃᓴᖅᑎᑦᑎᕗᖅ ᐱᓚᒃᑐᐃᔨᓂᒃ ᖃᐅᔨᒪᓕᕐᓂᕐᒥᒃ ᑕᒪᒃᑯᐊ ᐃᔭᕈᕙᐅᔭᐃᑦ ᐃᒃᐱᓐᓇᐃᑐᓕᓂᐅᖕᒪᖔᑕ ᖃᓄᐃᙱᑦᑎᐊᕐᒪᖔᑕᓘᓐᓃᑦ ᖃᖓᙳᖅᐸᓪᓚᐊᓂᖓᓄᑦ, ᑕᒪᒃᑯᐊ ᐊᐅᓚᑦᑎᐊᕈᓐᓇᕐᓂᖅᓴᐅᓂᐊᕐᒪᑕ.

“ᓴᓇᔪᒪᒍᕕᑦ ᕿᓱᒥᕿᐊᖅ, ᑐᓗᖅᑕᕈᑎᑕᓕᒃ ᐃᓯᕋᓱᒡᓗᓂ. ᐱᖁᑎᖏᓐᓄᑦ ᖃᐅᔨᒪᔨᑕᖏᓐᓄᓪᓗ, ᑖᓐᓇ ᓴᓇᕙᒃᑐᖅ ᐲᖅᓯᕙᒃᐳᖅ ᐅᓄᖅᑐᓂᒃ ᑕᒪᒃᑯᓂᖓ ᐊᔭᖅᑭᑦᑕᕈᑎᓂᒃ,” ᑕᐃᒪᓐᓇ Hᐋᖅᓴᑦ ᐅᖃᖅᐳᓂ, ᒫᓐᓇ ᐱᓕᕆᐊᖃᓕᖅᐳᖅ ᑖᓐᓇ ᐃᓗᐊᖅᓴᐃᓂᕐᒧᑦ ᐱᓕᕆᓂᕆᕙᒃᑕᒥᓂᒃ ᓂᐅᕈᑎᖃᓕᕈᒪᓪᓗᓂ. “ᑖᓐᓇ ᐃᓂᐅᔪᖅ, ᑖᓐᓇ ᓱᓕ ᐃᓱᒪᒋᔭᐅᓇᔭᖅᑐᖅ ᐊᑐᓪᓚᑦᑖᙱᖕᒫᕐᓗᓂ ᐱᓕᕆᐊᒃᓴᖅ, ᐊᓱᐃᓛᒃ ᐊᓯᔾᔩᔪᐊᕐᓗᓂ.” &

ᖃᕆᓴᐅᔭᐃᑦ ᐊᒻᒪ ᐃᓅᖅᑎᒌᑦ

ᓴᓇᓯᒪᓂᖓ

ᐃᓚᑦᑎᒃᑲᓂᕈᒪᒍᕕᑦ ᐊᓂᕐᓂᖃᕐᓇᖏᑦᑐᒥᑦ, ᐅᕝᕙᓪᓚᕐᓗᑎᑦ
algonquincollege.com/makerspace

ᐱᙳᐊᕈᑎᒋᔭᐃᕐ:

ᖃᓄᖅ ᐱᙳᐊᕐᓃᑦ ᓴᙱᓂᖃᖅᑎᒋᖕᒪᖕᓛᑕ ᐃᓕᓐᓂᐊᓕᓵᖅᑐᓂᑦ ᖁᕝᕙᓯᖕᓂᓕᖕᓄᑦ 12-ᓗᑦ

ᑎᑎᕋᖅᑐᖅ ᐋᓕᓴᓐ ᐸᒪᓐᑕ

ᐊᑐᖅᑕᐅᓪᓗᐊᑕᖅᑐᖅ ᒪᒃᑯᒃᑐᑦ ᐅᓪᓗᒥ ᐱᓕᓇᖃᑎᖀᒃᐸᖕᓂᖕᒋᑦ ᖃᓇᓴᐅᔭᒃᑯᑦ ᐱᙳᐊᕐᓂᒃᑯᑦ. ᒪᓕᒃᓱᒍ ᖃᐅᔨᓴᕐᓂᓇᔭᐅᔪᖅ ᓴᖅᑭᑎᑕᐅᓚᐅᖅᑐᖅ ᖁᙱᐊᖅᑎᑦᑎᓂᕐᒧᑦ ᖃᓇᓴᐅᔭᒃᑯᑦ ᑲᑐᔾᔨᖃᑎᖀᓂᑦ ᑲᓇᑕᒥ, 89-ᐳᓴᒋᔭᖕᒋᑦ ᑲᓇᑕᒥᐅᑦ ᐊᕐᕌᒍᓖᑦ 6-ᒥᑦ 17-ᓗᑦ ᐱᙳᐊᖅᑎᑦᑎᓚᐅᖅᐳᑦ ᑕᕝᓇᔭᒐᒃᓴᓂᒃ 2020-ᒥᑦ. ᐱᙳᐊᕈᓯᓇᖏᒃᑕᖕᒋᑦ ᖃᓄᐃᙱᑦᑎᐊᕐᓂᖅᓴᐅᕗᑦ ᐃᓱᒪᒋᑐᐃᓐᓇᓇᐊᖅᑲᖅᑕᕐᓂᕐ: ᐱᐅᒋᔭᐅᓛᖑᔪᖅ genre-ᒥᑦ ᑖᒃᑯᓇᓂ ᐊᕐᕌᒍᖃᑎᖀᓂᑦ ᑲᓇᑕᓕᒫᒥ ᐋᖅᑭᒃᓱᒐᐅᕗᖅ ᐅᖃᐅᓯᕐᓄᓪᓗ ᐱᙳᐊᕐᓂᐅᕗᖅ.

ᓅᑉᐸᓪᓕᐊᓂᖅ ᐅᐸᒐᕐᓂᖕᒋᑦᑐᒧᑦ ᐃᓕᑦᑎᕙᓪᓕᐊᓂᖅ ᐃᓕᓐᓂᐊᕐᕖᑦ ᒪᑐᓯᒪᓂᖏᓐᓂ ᐅᔾᔨᕐᓇᖅᑎᑦᑎᕗᖅ ᖃᔅᓯᑲᓪᓚᖕᓂᒃ ᐅᔾᔨᕐᓇᒻᒪᕆᒃᑐᓂᒃ ᐊᑲᐅᙱᓕᐅᕈᑎᒋᔭᐅᓯᓂᒃ ᒫᓐᓇ ᐃᓕᓐᓂᐊᕐᓂᓕᕆᓂᕐᒧᑦ ᐊᑐᖅᑕᐅᕙᒃᑐᓂ. ᖃᓄᐃᓐᓂᐅᓯᖅ ᓇᒧᓇᐃᖅᓯᓯᒪᓯᖅ ᑐᐊᕕᓐᓇᖅᑐᒥᑦ ᐋᖅᑭᒃᓯᓂᕐᒥᑦ ᖃᓇᓴᐅᔭᒃᑯᑦ ᐊᕕᒃᓯᒪᓂᕐᒥᑦ ᐱᑕᖃᖅᑐᓂᑦ ᐃᓕᓐᓂᐊᕐᕕᖕᓄᑦ ᐃᓕᓐᓂᐊᖅᑎᓄᓪᓗ ᖃᓇᓴᐅᔭᖃᖕᒋᑦᑐᓄᑦ ᖃᓇᓴᐅᔭᒃᑰᕈᑎᖃᖕᒋᑦᑐᓄᓪᓗ ᐊᖏᕐᕋᒥᑦ. ᐅᓄᖅᑐᑦ ᐃᓕᓴᐃᔩᑦ ᖃᐅᔨᓪᓚᐅᖅᐳᑦ ᐱᑕᖃᑦᑎᐊᙱᓐᓂᖕᖓᓂᒃ ᐃᓕᓐᓂᐊᕐᓂᓕᕆᓂᕐᒧᑦ ᐱᓕᕆᔾᔭᐅᕙᒃᑐᓂᒃ ᐊᔪᕈᓐᓃᖅᑕᐅᕙᒃᑐᓂᒃ ᖃᐅᔨᒪᓂᕆᔭᐅᓯᓂᓪᓗ ᐱᕕᒃᓴᖃᖅᑎᑦᑎᓯᓂᒃ ᐊᔪᕐᓇᓂᒃ ᐃᓕᓴᐃᔨᓂᒃ ᓱᒃᑲᓕᐅᒥᒃ ᐱᓕᕆᐊᖃᕈᓐᓇᕐᓂᕐᒥᒃ ᖃᓇᓴᐅᔭᒃᑯᑦ ᐃᓕᓴᐃᓂᕐᒥᒃ.

ᐃᓕᓐᓂᐊᖅᑎᑦ ᐱᓯᒃᓯᓂᖕᒋᑦ ᐊᑲᐅᙱᓪᓕᐅᕈᑕᐅᕐᓯᐊᓚᐅᖅᐳᖅ 2020-ᒥᑦ. ᐊᑕᐅᓯᖅ ᐱᔾᔨᑕᐅᓪᓗᐊᑕᖅᑐᖅ ᐃᓚᓕᐅᔾᔨᓂᖅ ᐆᒃᑑᒪᔭᒍᑕᐅᓪᓗᓂ ᐃᓕᑦᑎᕙᓪᓕᐊᓂᕐᒥᒃ ᖃᓇᓴᐅᔭᒃᑯᑦ ᐃᓕᓐᓂᐊᕈᑕᐅᕙᒃᑐᓂᒃ-ᐱᓗᐊᙳᐊᖅᖢᓂ ᕿᑎᐊᓃᑦᑐᓂᒃ ᖁᑦᑎᖕᓂᖅᓴᒥᓪᓗ ᐃᓕᓐᓂᐊᕐᕕᖕᒥ-ᐃᒪᐃᓐᓂᖕᒐᓄᑦ, ᑕᒪᒃᑯᐊ ᐊᑐᖅᑕᐅᒐᔪᖕᓂᖅᐹᖑᔪᑦ ᖃᓇᓴᐅᔭᒃᑯᑦ-ᐃᓕᑦᑎᓂᕐᒧᑦ ᐊᑐᖅᑕᐅᔪᓐᓇᖅᑐᑦ ᐊᑐᖅᑕᐅᕙᒃᑐᑦ ᐃᓕᓐᓂᐊᕐᕕᖕᓂ ᑲᑎᒪᔩᕆᔭᐅᔪᓂᑦ ᐋᖅᑭᒃᓱᖅᑕᐅᓯᒪᓚᐅᖅᐳᑦ ᐃᓕᖅᑯᓯᑐᖅᑲᒃᑯᑦ ᐅᖃᓪᓚᐅᓯᐅᕐᓂᕐᒧᑦ ᐊᑐᖅᑕᐅᔪᓐᓇᖅᑐᓂᒃ ᐃᓱᒪᒥᐅᑕᖅᓱᑎᒃ. ᐱᓕᕆᖃᑎᕇᒡᓗᓂ ᐃᓕᑦᑎᕙᓪᓕᐊᓂᖅ ᐆᒻᒪᑎᖕᒐᓃᑉᐳᖅ ᐱᓕᕆᐊᖑᔪᒥ-ᑐᙵᕕᓕᖕᒥᒃ ᐃᓕᓐᓂᐊᕐᓂᓕᕆᓂᕐᒧᑦ ᐊᑐᖅᑕᐅᕙᒃᑐᓂᒃ, ᑕᒪᓐᓇ ᐃᓗᓕᓪᓗᐊᑕᕆᔭᖕᒐ ᐱᑕᖅᑎᐊᙳᕆᔅᖢᓂ ᒫᓐᓇ ᐃᑭᐊᖅᑭᕕᒃᑯᑦ ᐃᓕᓐᓂᐊᖅᑎᑦᑎᕙᖕᓂᕐᒥᒃ. ᒫᓐᓇ ᐃᓕᓴᐃᔩᑦ ᐱᓯᒪᓕᖅᑕᖕᒋᓐᓂᒃ, ᐃᓚᖕᒋᑦ ᐅᔾᔨᕐᓇᖅᓯᑎᑦᑎᓇᓱᒃᐳᑦ ᐅᖃᖃᑎᕇᖕᓂᕐᓂᒃ ᐃᓕᓐᓂᐊᖃᑎᕇᓂᑦ, ᐋᖅᑭᒃᓯᐃᒃᑲᓐᓂᖅᓴᓂᒃᓱᑎᓪᓗ ᐃᓚᐅᓂᖃᔅᐅᕙᒃᑐᓂᒃ ᐃᓕᓐᓂᐊᖅᑎᓄᑦ.

ᖃᐅᔨᒃᑲᓐᓂᕈᒪᓗᓂ ᐱᓪᓕᖃᐅᓂᖕᒐᓂᒃ ᐃᓚᓕᐅᔾᔨᓂᖅ ᐱᙳᐊᕈᑎᓂᒃ ᐃᓕᓐᓂᐊᓖᖅᑐᓂᑦ ᖁᕝᕙᓯᖕᓂᓕᖕᓄᑦ 12-ᒧᑦ, ᐊᐱᕆᓚᐅᖅᐳᑦ 6-ᓂᒃ ᐱᙳᐊᕈᑎᓂᒃ ᐋᖅᑭᒃᓱᐃᔨᓂᒃ,ᐱᕙᓪᓕᐊᑎᑦᑎᔨᓂᒃ ᐊᒻᒪ ᐃᓕᓴᐃᔨᓂᒃ ᐃᓱᒪᒋᔭᖕᒋᓐᓂᒃ ᐱᙳᐊᖅᑎᑦᑎᑎᓪᓗᒋᑦ 21-ᓂᒃ 100-ᐃᖅᓱᖅᓯᒪᔪᓂᑦ ᐃᓕᓐᓂᐊᖅᑐᓕᕆᓂᕐᒥᑦ.

ᐊᐱᖅᓱᕈᑏᑦ ᐋᖅᑭᒋᐊᖅᑕᐅᓯᒪᓕᖅᑐᑦ ᐊᒻᒪ ᐋᖅᑭᒋᐊᖅᑕᐅᓯᒪᓪᓗᑎᒃ ᑐᑭᓯᓇᑦᑎᐊᕐᓂᐊᕐᒥᒃ.

ᑭᓱᓂᒃ ᐱᙳᐊᒐᒃᓴᓂᒃ ᒪᓂᒪᑎᑦᑎᕙᖕᒪᖕᒫᑕ

ᐱᕙᕇᔭᓕᖕᖔᖕᒐᑕ ᖃᓄᖅ ᐃᓕᓐᓂᐊᖅᑎᑦᑎᔭᓐᓇᕐᒪᖕᒫᑕ ᐃᓕᓐᓂᐊᕈᑎᒃᓴᖕᒋᓐᓂᒃ, ᐃᓕᓴᐃᔩᑦ ᖃᐅᔨᓇᓱᓲᖕᒍᕗᑦ ᐱᓕᕆᐊᒃᓴᓂᒃ ᐊᒻᒪ ᑐᓴᐅᒪᔪᓕᕆᔾᔪᑎᓂᒃ ᖃᐅᔨᔾᔪᑎᒃᓴᓂᒃ ᐊᔾᔨᒌᙱᑦᑐᓂᒃ ᐃᓕᓐᓂᐊᖅᑕᖕᒋᓐᓄᑦ ᐅᔾᔨᕆᔭᐅᓕᖅᑎᑦᑐᒍᓗ ᐃᓚᐅᖃᑦᑕᖅᑐᑦ ᐃᓕᓐᓂᐊᖅᑎᓄᑦ. ᒫᓐᓇ ᑭᖑᕚᑦᑎᓐᓄᑦ, ᐱᙳᐊᕈᑎᑦ ᐱᐅᒋᔭᐅᓂᖅᓴᐅᓕᕐᒪᑕ ᐊᓯᖏᓐᓂᒃ ᑐᓴᐅᒃᓴᑎᒧᑦ, ᑕᐃᒪᐃᒻᒪᑦ ᐱᔾᔨᑕᐅᕗᖅ ᐃᓕᓴᐃᔩᑦ ᐱᐅᓂᖏᓐᓂᒃ ᐱᐅᙱᓐᓂᖏᓐᓂᓪᓗ ᐊᑐᖅᑕᑦᑕᕐᓂᖏᓐᓄᑦ ᐱᙳᐊᕈᑎᓂᒃ ᐃᓕᓐᓂᐊᕐᕕᖕᒥᑦ.

ᑭᓱᑦ ᑕᕐᕆᔮᖅᓴᑦ ᐱᖁᐊᕈᑎᑦ ᐱᑎᑦᑎᔪᓐᓇᖅᐸᑦ ᐃᓕᓴᐃᔨᓂᒃ ᐊᑲᐅᙱᓕᕈᕈᑎᖃᕐᑐᓂᒃ ᓇᓕᒧᒌᒃᑎᑦᑎᓂᕐᒥᒃ ᐱᔮᓇᐊᖃᕐᑐᓂᒃ ᐃᓕᓐᓂᐊᕐᕕᖕᒥ ᑲᑎᒪᔨᓄᑦ, ᓂᕆᐅᒋᔭᕆᓐᓂ ᐊᖓᔪᖅᑳᑦ, ᐱᔮᓇᐊᖃᖅᑕᕆᓐᓂᒡᓗ ᐃᓕᓐᓂᐊᖅᑎᑦ–ᐱᓗᐊᖅᑐᒥᒃ ᑕᐃᒃᑯᓄᖓ ᐃᕐᕿᓇᙱᑦᑐᓄᑦ ᐊᑐᓇᐊᒃᓴᖅ ᑕᕐᕆᔮᒃᓴᓂᒃ ᐱᖁᐊᕈᑎᓂᒃ ᐃᓕᑦᑎᓂᕐᒧᑦ ᐊᑐᕚᒃᓴᐅᓗᓂ?

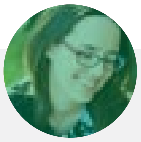
ᑯᓇᔅ ᑯᕌᕖᐅᑦ

ᐃᓕᓴᐃᔨᒪᓇᒃ ᐱᖁᐊᕈᑎᓄᑦ ᐋᖅᑭᒃᓯᒪᓂᖏᓐᓂ ᓯᐅᓇᑕᓐ(Sheridan) ᓯᓚᑦᑐᖅᓴᕐᕕᐊᓂᑦ, ᐱᖁᐊᕈᑎᓂᒡᓗ ᐋᖅᑭᒃᓯᐃᔨ ᐊᕐᕌᒍᓄᑦ ᐊᕙᑎᓄᑦ ᐊᑐᕐᓂᑰᓗᓂ ᐃᓯᒪᑐᓪᓗᓂ ᑐᑭᒧᐊᒃᑎᑦᑎᔨᐅᓂᕐᒥᒃ ᑕᒪᐃᓐᓄᑦ ᐃᓕᓐᓂᐊᕐᓂᓕᕆᓂᕐᒧᑦ ᐱᖁᐊᕐᓂᕐᓂ ᐊᒻᒪ AAA ᑮᓇᐅᔭᓕᐅᕐᓂᐅᑎᓄᑦ ᐱᖁᐊᕐᓂᕐᓂ.

“ᐱᖁᐊᕐᓃᑦ ᐃᓕᓐᓂᐊᕐᕕᑦᑎᐊᕙᐅᕗᑦ. ᓴᙱᓂᖏᑦ ᐱᙳᐊᕐᓂᐅᔪᑦ ᐊᑐᖅᑐᐃᓐᓇᐅᖔᑕ ᐃᓄᓯᕐᒥᒃ ᐊᔪᓐᖏᓐᓂᐅᔪᓂᒃ: ᑎᒥᐅᔪᑦ, ᐆᒃᑐᕋᕐᓂᖅ, ᐸᕐᓇᐃᓂᖅ ᐊᒻᒪᓗ ᖃᐅᔨᓴᕐᓂᖅ. ᑖᒃᑯᐊ 21-ᖑᔪᑦ 100-ᐃᑦᔪᖅᓯᒪᔪᑦ ᐊᔪᓐᖏᓐᓂᐅᔪᑦ ᐃᓕᓐᓂᐊᖅᑎᕐᑯᑎᕗᑦ ᐃᓐᓇᐅᑎᓪᓗᒋᑦ ᐃᓕᓐᓂᐊᕐᑕᐅᕐᑯᓪᓗᒋᑦ ᖃᓄᖅ ᐱᙳᐊᕐᑕᐅᔪᓐᓇᕐᒪᖔᑕ. ᐃᓅᓯᓕᒫᑦ ᑐᓴᐅᒪᕐᑲᑎᕆᒍᑕᐅᓰᑦ—ᓇᓗᓇᐃᔭᖅᓯᒪᙱᑦᑐᖅ, ᐊᕐᕆᖅᑕᐅᕙᕆᖅᓯᒪᙱᑦᑐᖅ ᑐᓴᐅᒪᔾᔪᑎᒃᓴᑦ ᓰᕐᓗ ᑕᕐᕆᔮᒃᓴᖅ.

“ᐊᕐᕆᖅᑕᕗᑦ ᐱᔾᔪᑕᐅᔪᖅ ᐱᖁᐊᕐᓂᕐᒧᑦ ᐃᓕᓐᓂᐊᖅᑎᑦᑎᓂᖅ ᐱᓕᕆᕐᑲᑎᕐᓂᒃ, ᐸᕐᓇᐃᓂᕐᒥᒃ, ᕿᓄᐃᓵᕐᓂᕐᒥᒃ, ᐱᖁᐊᑦᑎᐊᕈᓐᓇᕐᓂᕐᒥᒃ, ᑐᑭᓯᔪᓐᓇᕐᓂᕐᒥᒃ [ᖃᐅᔨᓴᕐᓂᕐᓗ] ᐊᔪᕐᓂᕐᒥᒃ. ᑕᕐᕆᔮᒃᓴᒃᑯᑦ ᐱᖁᐊᕈᑎᓂᒃ, ᖃᐅᔨᔪᓐᓇᖅᑐᑎᑦ ᑭᓱ ᐊᒃᓱᕈᕐᓇᕐᒪᖔᑦ, ᐃᓱᒪᒋᓗᒋᑦ ᐊᑐᕐᒃᓴᑦ ᐊᑐᐃᓐᓇᐅᔪᑦ, ᓇᓚᐅᑦᑖᕐᓗᒋᑦ ᐊᔾᔨᒌᙱᑦᑐᑦ ᑕᐅᑐᙵᐊᕈᑎᑦ ᑐᙵᕕᒋᓗᒍ ᐊᔾᔨᒌᙱᑦᑐᑦ ᓂᕈᐊᖅᑕᑎᑦ, ᓂᕈᐊᕐᓗᑎᑦ ᐊᑕᐅᓯᕐᒥᒃ, ᓇᖕᒥᓂᖅ ᐋᖅᑭᒍᑎᓕᐅᕐᓗᑎᑦ, ᖃᐅᔨᓴᕐᓗᑎᓪᓗ ᖃᓄᐃᓕᖓᔾᔪᑎᑦ. ᐅᖃᐅᓯᐅᔪᑦ ᐱᖁᐊᖅᑎᓪᓗᑎᑦ ᐅᖃᐅᔾᔨᓂᐊᖅᐸᑦ ᐃᓕᓐᓂᐊᖅᑎᓂᒃ ᓇᐅᒃᑯᑦ ᑕᒻᒪᓚᐅᕐᒪᖔᑕ: ‘ᑕᒻᒪᖅᓯᒪᕗᖓ ᖃᐅᔨᓴᖅᑎᓪᓗᖓ ᓯᕗᓪᓕᕐᒥ ᖃᓄᐃᓕᖓᓂᕋᔭᐅᔪᒥᒃ? ᑕᒻᒪᖅᑲᐅᕗᖓ ᑕᒪᓐᓇ ᕿᒥᕐᕈᓪᓗᒎ? ᐸᕐᓇᐅᑎᒐ ᐱᐅᓚᐅᕆᓛᖅ? ᐱᓕᕆᐊᕆᑦᑎᐊᓚᐅᙱᑕᕋ?’ ᑖᓐᓇ ᐃᓱᒪᒃᑯᑦ ᐱᖁᐊᕐᓂᖅ. ᑕᕝᕗᓇ ᑕᕝᕙ ᑐᑭᓯᔭᒃᑯᑦ ᑕᐃᒪᐃᓪᓚᕆᒃᐸᙵᑦ.

“ᐃᓕᓐᓂᐊᖅᑎᓄᑦ, ᐃᓕᑦᑎᕙᓪᓕᕐᓇᕐᓂᖅᓴᐅᕗᖅ. ᐱᔾᔪᑎᒋᓪᓗᒋᑦ ᐃᓕᑦᑎᓂᕐᒧᑦ ᖃᓄᐃᓕᖓᓕᕐᓂᓇᔭᐅᔪᑦ, ᐃᓕᓐᓂᐊᖅᑎ ᑐᑭᓯᐅᒪᕗᖅ ᖃᓄᖅ ᖃᖓᓗ ᐊᑐᕈᓐᓇᕐᒪᖔᑦ ᑕᒪᒃᑯᓂᖓ ᐃᓱᒪᒋᔭᐅᕙᒃᑐᓂᒃ, ᖃᓄᐃᓕᐅᖅᑎᖃᕈᓐᓇᖅᓯᓂᓗ ᑖᒃᑯᓂᖓ. ᒫᓐᓇ ᑕᐃᒪᐃᓕᖓᕚᓪᓗᑦ: ᐃᓄᐃᑦ ᑐᑭᓕᐅᕆᔪᓐᓇᓇᐊᓖᑦ ᑐᑭᓯᕆᐊᕈᑎᓂᑦ ᐊᑐᐃᓐᓇᐅᑲᒃᑎᕆᔪᓂᑦ ᖃᓄᐃᑦᑐᐃᓐᓇᖅᓄᑦ ᐊᑐᕚᒃᓴᐅᔪᓂᑦ.”



ᓕᓐᓯ ᑐᕋᐧ

ᐱᕆᐊᖅᑎᑦᑎᔪᖅ ᐊᒻᒪ ᐊᐅᓚᑦᑎᔨᒪᓇᒃ Immersed Games–ᑯᓐᓄᑦ, ᓇᖕᒥᓂᐅᔪᖅ ᐃᓕᓐᓂᐊᖅᑎᓂᒃ ᐃᓕᓐᓂᐊᖅᑎᑦᑎᕐᔪᐊᓲᖅ ᖃᐅᔨᓴᖅᑐᓕᓇᓂᕐᒥᒃ ᐊᐅᓚᑦᑯᑎᒃᑯᑦ Tyto–ᖑᔪᖅ ᖃᓇᓴᐅᔭᒃᑯᑦ, ᐅᓄᖅᑐᒪᓇᐊᓗᙵᓂᒃ ᖃᓇᓴᐅᔭᒃᑯᑦ ᐱᖁᐊᕈᑎᓂᒃ ᐃᓕᓐᓂᐊᖅᑎᑦ ᐱᐊᓂᒃᓯᕙᒃᓱᑎᒃ ᕿᓂᖅᑐᓂᒃ ᐃᓚᐅᕙᒃᓱᑎᒡᓗ ᓯᐅᕋᐅᔮᖅᑐᓂᒃ ᐃᓕᓐᓂᐊᖅᑕᐅᔪᓂᒃ.

“ᐱᖁᐊᕐᓃᑦ ᐊᑐᖅᑕᐅᔪᓐᓇᖅᐳᑦ ᐃᔾᔪᐊᒐᒃᓴᑦᑎᐊᕙᐅᓗᑎᒃ ᐊᑐᓪᓚᑦᑖᖅᓯᒪᔪᑦ, ᑕᐃᓇᔭᖅᑕᑎᑦ ‘ᓯᓚᒥ ᐱᓕᕆᔪᑦ’, [ᕿᓚᒻᒥᐅᓂᖅᓴᒃᑯᑦ]. ᐆᒡᑑᑎᒋᓗᒍ, Tyto–ᔪᖅ ᖃᓇᓴᐅᔭᒃᑯᑦ, ᑲᑎᒪᔾᖃᕋᑦᑕ ᐅᖃᖅᐳᑎᒃ ᓂᕿᑭᓐᓂᖅᓴᐅᕐᓂᐊᓕᕐᓂᕋᖅᐳᑎᒃ ᐊᒻᒪ ᑳᒃᑐᒪᓇᖕᒥᑦ ᐊᑲᐅᙱᓕᕈᕈᑎᖃᕐᓂᐊᖅᐳᑎᒃ. ᐃᓕᓐᓂᐊᖅᑏᑦ ᐃᑲᔪᓇᐊᖃᕐᓂᐊᖅᐳᑦ ᑕᒪᑐᒥᖓ ᐊᑲᐅᙱᓕᕈᕈᑎᒥᒃ ᐋᖅᑭᒃᓯᓂᕐᒥᒃ ᐱᓕᓇᖃᑎᖃᕐᓂᒃᑯᑦ ᑭᐱᖁᐃᔭᐃᔨᒥᒃ, ᐃᓕᑦᑎᕚᓪᓕᐊᑐᑎᒃ Punnett squares–ᓂᒃ ᓂᕈᐊᕐᕕᖃᕐᓗᑎᒡᓗ ᐃᕐᓂᐅᖅᐸᓪᓕᐊᓂᕐᒥᒃ, ᑕᐃᒪᐃᓕᐅᕐᓂᕐᒥᓂᒡᓗ ᐊᕐᕆᒡᓕᕙᓪᓕᐊᑎᑦᑎᑐᔫᖕᓗᓂ crop yield–ᒥᒃ. ᐱᓕᕆᐊᖃᕐᒪᑕ ᓰᕐᓗ ᐋᖅᑭᐅᒪᑎᑦᑎᓇᓱᒃᑐᑎᒃ ᐆᒪᔪᓕᒫᑦ ᓇᔪᒐᙱᓐᓂᒃ ᑭᓯᓕᒫᑦ ᐃᓗᐊᓂ ᑐᑯᔾᔮᕆᒻᒪᑕ. ᖃᐅᔨᓴᖃᑦᑕᕐᒪᑕ ᐃᒪᕐᒥᒃ ᐊᒻᒪᓗ ᖃᐅᒪᓂᒃ ᑕᕝᕙᓂ ᖃᐅᔨᓴᖅᕕᒻᒥ ᕿᓕᓇᐊᕆᓐᓂᒃ.

“ᑖᒃᑯᐊ ᑎᑎᖅᑐᒐᐃᑦ ᑐᕌᒐᖅᑐᑦ ᐱᔮᓇᐊᖅᑎᑦᑎᓂᕐᒥᑦ ᐃᓕᓐᓂᐊᖅᑎᓂᑦ ᑕᑯᒃᓴᐅᑎᑦᑎᓂᕐᒥᑦ ᖃᐅᔨᒪᓂᕆᓐᓂᑦ ᐱᕈᖅᑎᑦᑎᓂᕐᒥᒡᓗ ᑐᑭᓯᐅᒪᓂᕐᒥᑦ. ᓄᐊᑦᑎᕙᓪᓚᐊᕗᑦ ᓇᓗᓇᐃᕈᑎᓂᒃ, ᕿᒥᕐᕈᓪᓗᑎᒃ ᑎᑎᖅᑲᓂᒃ ᐊᒻᒪ ᐊᑐᖅᖢᑎᒃ. ᓴᓇᔪᑦ ᐱᕈᖅᑐᓂᒃ, ᖃᐅᔨᓴᕐᒪᑕ ᐱᔪᓇᕐᓂᕆᓂᒃ. ᐊᐃᕙᔾᔪᑎᖅᐸᓪᓕᐊᕐᒪᑕ ᓴᖅᑭᓯᒪᔪᓂᒃ, ᐃᓗᐊᓂ ᑕᒪᑐᒪ ᐋᖅᑭᒃᑕᐅᓇᓱᒃᑑᑉ ᐱᒻᒪᕆᐊᓗᖕᒥᒃ ᐊᐱᖅᑯᑎᒥᒃ. ᐃᓕᓴᐃᔨᒧᑦ, ᑕᒪᓐᓇ ᐱᓪᓚᕆᐅᓪᓗᓂ ᓴᓇᔭᐅᔪᖅ ᐃᓕᓐᓂᐊᖅᑎᓄᑦ. ᑕᑯᕙᓪᓕᐊᔪᓐᓇᓕᖅᐳᑎᑦ ᑕᒪᓐᓇ ᐃᓕᑦᑎᕙᓪᓕᐊᓂᖅ ᓴᖅᑮᑉᐸᖕᓂᖕᒐᓂᒃ, ᑕᒪᐃᓐᓂᑦ ᐃᖅᑲᓇᐃᔭᕐᕕᒋᔭᕐᓂᑦ ᐃᓕᓐᓂᐊᖅᑎᕕᑦ ᑕᑯᒃᓴᐅᑎᑕᖓᓂ, ᐅᕐᑲᕐᑎᑖᖕᓂᒃᑯᓪᓗ ᐃᓕᓐᓂᐊᕐᕕᖕᒥ ᐃᒡᓗᕈᓯᕐᒨᐊᖅᑎᑲᐅᑎᕆᔪᓐᓇᖅᑕᕐᓂᑦ.

“ᐃᓕᓐᓂᐊᖅᑏᑦ ᐊᑐᖅᑲᑦᑕᓚᐅᖅᑐᑦ Tyto-ᒥᒃ ᐅᓪᓗᕐᒧᑦ [ᖃᐅᔨᓴᕐᓗᒍ ᐊᑑᑎᖃᕐᓂᖓ]. ᑎᑎᕋᓚᐅᖅᑕᕗᑦ ᐅᖃᓪᓚᒃᑎᓪᓗᑎᑦ, ᖃᐅᔨᓴᖅᑎᒥᒡᓗ ᖃᐅᔨᓴᖅᑎᑦᑎᓪᓗᑎᒃ ᐅᖃᐅᓯᐅᔪᒥᒃ, 3-ᐳᓴᑐᐃᓐᓇᖓᓂᒡᓗ ᐅᖃᐅᓯᓚᐅᖅᑐᖅ ᐱᓕᕆᐊᖑᙱᕐᓱᓂ. ᕿᒥᕐᕈᓚᐅᖅᑐᒍᑦ ᖃᓄᑎᒋ ᐃᓕᓐᓂᐊᖅᑏᑦ ᐊᐅᓚᑦᑎᖃᑦᑕᕐᒪᖔᑕ, ᑲᑐᔾᔭᖅᑎᖃᕐᓱᑎᒃ, ᐊᒻᒪᓗ ᐅᖃᐅᓯᖃᕐᓱᑎᒃ ᑭᓪᓕᓯᓂᐊᕐᓂᕐᒥᒃ, ᐊᐃᕙᖃᑎᖃᕐᓱᑎᒃ ᐊᒻᒪᓗ ᑲᙳᓯᑐᐃᓐᓇᖅᓱᑎᒃ, ᐊᒃᓱᐊᓗᒃ ᑲᒪᓇᖅᑐᒪᓇᐅᓚᐅᖅᑐᖅ.”

ᐋᓚᓐ ᒨᓴᓐᕙᐅᑦ

ᐃᓱᒪᑕᖅ ᐊᒻᒪᓗ ᐱᒋᐊᖅᑎᑦᑎᖃᑕᐅᓯᒪᔪᖅ E-Line Media-ᑯᓐᓄᑦ, ᐱᕚᓪᓕᐊᑎᑦᑎᔨᐅᔪᑦ ᐃᓄᑑᓚᐅᖅᓯᒪᙱᑦᑐᑦ Never Alone (Kisima InŮitchuůa). ᑐᙵᕕᖃᖅᑐᓂ ᐃᓕᖅᑯᓯᑐᖃᒃᑯᑦ ᐃᓄᐸᐱᐊᑦ folklore–ᒥᒃ, ᑖᓐᓇ ᐱᙳᐊᒐᒃᓴᖅ ᓴᖅᑭᑎᑕᐅᓚᐅᖅᐳᖅ ᐱᓕᕆᖃᑎᒌᔭᐅᓪᓗᑎᒃ Upper One Games–ᑯᓐᓂᑦ, ᑖᓐᓇ ᓇᖕᒥᓂᕆᔭᐅᔪᖅ ᓴᖅᑭᑕᐅᓯᒪᓪᓗᓂ ᓂᕿᓕᐅᖅᑎᒧᑦ Tribal–ᑯᑦ ᑲᑎᒪᔩᖏᓐᓄᑦ. ᑭᙳᓂᑦᑎᓐᓂ, ᒨᓴᓐᕙᐅᒃᑯᑦ ᐃᒃᓯᕙᐅᑕᕆᔭᐅᓚᐅᖅᐳᑦ ᐱᙳᐊᕕᒡᔪᐊᕐᓇᓄᑦ ᐊᓯᔾᔨᖅᑐᓄᑦ.

“ᖃᐅᔨᓴᕐᓂᖃᑦᑎᐊᖅᑐᑦ ᐃᓕᓐᓂᐊᕈᑎᐅᑉ ᐱᒻᒪᕆᐅᓂᙱᓂᒃ ᐱᙳᐊᕐᓂᕐᒧᑦ–ᑐᙵᕕᓕᖕᒥᒃ ᐃᓕᑦᑎᕙᓪᓕᐊᓂᕐᒥᒃ. **ᐱᙳᐊᕐᓃᑦ ᐃᓚᒋᔭᐅᔭᕆᐊᓖᑦ ᐃᓕᑦᑎᕙᓪᓕᐊᓂᕐᒧᑦ ᐆᒪᓂᖃᖅᑐᑦ ᓇᔪᙶᒥᓂᑦ, ᐊᒻᒪᓗ ᐃᓚᓕᐅᔾᔭᐅᑦᑎᐊᕐᒧᑎᒃ**. ᑕᒪᐃᓐᓂᑲᓴᑦᑎᐊᖅ ᐃᓕᓐᓂᐊᕐᕕᖕᓂ ᓇᓂᑐᐃᓐᓇᑦᑎᐊᖅ ᓄᓇᕐᔪᐊᓕᒫᒥ, ᓇᓯᓂᐊᖅᐳᑎᑦ ᐊᑕᐅᓯᓪᓗᐊᑕᕐᒥᒃ ᐃᓕᓴᐃᔩᒥᒃ ᑭᒡᒐᖅᑐᐃᔭᒥᒃ ᐱᙳᐊᕐᓂᕐᒥᒃ–ᑐᙵᕕᓕᖕᒥᒃ ᐃᓕᑦᑎᕙᓪᓕᐊᓂᕐᒥᒃ. ᑲᒪᓇᖅᑐᑦ ᐃᓕᓴᐃᔩᑦ ᓄᓇᕐᔪᐊᓕᒫᒥᑦ ᐊᑐᑦᑎᐊᖅᑐᑦ ᓯᐅᕋᕐᓂᑦ ᐱᙳᐊᕐᓂᕐᒥᑦ ᐊᑑᑎᖃᑦᑎᐊᖅᑐᒥᑦ, ᓲᖃᐃᒻᒪ ᐱᙳᐊᖅᑎᐅᓂᖏᓐᓄᑦ, ᐅᕝᕙᓘᓐᓃᑦ ᑕᑯᓂᖏᓐᓄᑦ ᐃᓚᐅᖃᑕᐅᔪᓂᑦ ᓄᑦᕋᕐᓂᑦ. ᐅᓄᖅᑐᑎᓪᓗ ᓄᓇᓖᑦ ᖃᓇᓴᐅᔭᒃᑯᑦ ᐱᐅᓛᓂᑦ ᐱᐅᓯᕐᓂᑦ ᑐᓴᖅᑎᑦᑎᓲᑦ.”

ᑭᐅᕋ ᔫᕐᔮᑉ

ᐊᐅᓚᑦᑎᔨ ᖃᓇᓴᐅᔭᒃᑯᑦ ᐃᓕᓐᓂᐊᕈᑎᓕᕆᓂᕐᒥᑦ, ᓈᓴᐅᓯᕆᓂᕐᒧᑦ ᐱᙳᐊᕈᑎ. ᐃᓕᓐᓂᐊᕐᓂᕐᒧᑦ ᐅᖃᓕᒫᒐᓕᐅᕐᓂᖅ ᖃᓇᓴᐅᔭᒃᑯᓪᓗ ᐱᕚᓪᓕᐊᔪᓕᕆᔾᒪᕆᐅᓪᓗᓂ ᐊᕌᒍᓄᑦ 20-ᓄᑦ ᐱᓕᕆᓂᑰᓪᓗᓂ, ᐃᖅᑲᓇᐃᔭᖅᓯᒪᔪᖅ ᓇᖕᒥᓂᐅᔪᓂᑦ ᓱᒌᓪᓗ ᓂᐅᓪᓴᓐ ᐃᓕᓐᓂᐊᕐᓂᓕᕆᔨ, ᒪᒃᒍᕌᓪ–Hᐃᐅᓪᓴᓐ, D2L–ᖑᔪᖅ ᐊᒻᒪᓗ TVOntario–ᖑᔪᖅ.

“ᐃᓱᒪᒋᓗᒋᑦ ᐊᔾᔨᑐᐃᓐᓇᖖᒍᑦ ᓂᕈᐊᕋᔭᖅᑕᕐᓃᑦ ᐊᓯᖕᒋᓐᓂᑦ ᐃᓕᓐᓂᐊᑎᑦᑎᔾᔪᑎᒃᓴᓂᑦ ᐃᓕᓐᓂᐊᕐᓂᕐᒧᑦ. ᐱᒋᐊᕈᑎᒋᓗᒍ ᐱᓇᓱᐊᖅᑕᐃᑦ.ᐱᒋᐊᕐᓂᖅᖃᖅᑐᐃᓐᓇᐅᕗᖅ ᐃᓕᑦᑎᓂᕐᒧᑦ ᑐᕋᕐᓇᓴᕐᓂᒃ ᐊᖑᒻᒪᑎᓕᖅᑎᓪᓗᒋᓪᓗ ᐃᓕᓐᓂᐊᖅᑎᑦᑐᓂᒃ ᓇᐃᓴᐅᑎᓕᐊᕐᒥᑦ ᐊᓯᓕᐅᕈᑕᐅᔪᓂᑦ ᐃᓕᓐᓂᐊᕐᓂᐅᓂᒃ. ᐆᒃᑑᑎᒋᓗᒍ, ᐃᓱᒪᑦᑎᐊᕐᓂᕐᒥᑦ ᓴᖅᑭᑦᑎᓚᐅᖅᑐᒍᑦ ᑕᐃᔭᐅᔪᒥᑦ ᑐᕌᖑᓯᖃᖅᓯᒪᓂᐊᓂᓐᓂ ᐃᓕᓐᓂᐊᖅᑎᕐᑎᑦᑎᑦ ᓇᓖᒪᙳᐊᑦ. ᐅᓄᖅᑐᖃᕐᒪᑦ ᐃᓕᓐᓂᐊᖅᑎᓂᑦ ᐃᓕᓐᓂᐊᕈᑎᒃᓴᐃᑦ ᐊᑐᐃᓐᓇᐅᔪᑦ ᐃᑲᔪᕈᑎᒋᔭᐅᓂᖏᓐᓄᑦ ᐃᓕᓴᐃᔨᓄᑦ.

“ᐆᒃᑑᑎᒋᓗᒍ, ᐃᓱᒪᑦᑎᐊᕐᓂᕐᒥᑦ ᓴᖅᑭᑎᑕᐅᖅᑐᒍᑦ ᑕᐃᔭᐅᔪᒥᑦ ᑐᕌᖑᓯᖃᖅᓯᒪᓂᐊᖅᑐᒍᑦ ᐃᓕᓐᓂᐊᕐᓇᒥᑦ. ᑕᒪᒃᑯᐊ ᐊᑐᙱᒃᑯᕕᑦ, ᓄᑦᖅᑲᑦ ᐱᓱᑲᑐᐃᓐᓇᕐᓇᓇᐊᖅᑲᖅᐳᑦ ᐱᙳᐊᕐᓗᑎᒃ ᓄᓇᕐᔪᐊᕐᒥᐅᓂᒃ, ᐃᓕᓐᓂᐊᖅᑕᐅᓗᐊᙱᑦᑐᓗᑎᒡᓗ. ᑭᓯᐊᓂ ᐃᓕᓴᐃᔩᑦ ᖃᐅᔨᒪᕙᙱᒻᒪᑕ ᑕᒪᑐᒥᖓ. ᐊᔪᕐᓇᙱᑦᑐᑯᓘᔭᕆᐊᑦ ᐃᓕᓴᐃᔨᒧᑦ ᑐᑭᓯᓗᑐᑦ ᖃᓄᐃᑦᑐᓯᔭᕆᐊᓕᒃ ᐃᓕᓐᓂᐊᖅᑎᓄᑦ, ᖃᓄᐃᑦᑐᓯᔭᕆᐊᓕᒃ ᐃᓕᓐᓂᐊᖅᑎᓄᑦ, ᐃᓕᓐᓂᐊᕐᓂᓄᑦ ᐊᓯᓕᐅᕈᑎᓐᓂᐅᓗᑎᒃ, ᐃᓕᓐᓂᐊᖅᑎᓄᑦ ᐱᐊᓂᒃᓯᒪᔾᔪᑎᓂᒃ ᐊᑐᖅᑐᓂᒃ ᐃᓕᓴᐃᔨᓐᓂ ᐊᔾᔨᒌᙱᑦᑐᓂᒃ ᐊᒻᒪᓗ ᐃᓕᓴᐃᔨᓄᑦ ᐃᓕᓐᓂᐊᖅᑎᓂᒃ ᐃᓕᓐᓂᐊᖅᑐᓂᒃ.

“ᐃᓱᒪᒋᔭᕋ ᐊᔪᕐᓇᕋᓱᒋᓪᓗᒍ ᐃᓄᑑᔪᓄᑦ ᐃᓚᓯᐃᓄᑦ ᖃᐅᔨᓇᓱᒃᑐᑎᒃ ᑭᓱᑦ ᐊᔪᙱᒻᒪᖔᑕ. ᐊᔪᕐᓇᕈᔪᖕᒪᑦ ᓲᖃᐃᒻᒪ ᐊᔾᔨᒌᖕᖏᑦᑑᑎᐅᖕᒪᑕ ᓂᐅᕕᐊᒃᓴᐅᔪᑦ ᐊᔾᔨᒌᙱᑦᑐᓄᑦ ᓂᐅᕕᖅᑎᑦᑎᕚᒃᑐᓄᑦ, ᐊᔾᔨᒌᖕᖏᑦᑐᓂᒃ ᒪᓕᒃᑕᐅᔭᕆᐊᖃᖅᑐᓂᒃ ᐊᒻᒪᓗ ᐊᑐᖅᑕᐅᕚᒃᑐᓂᒃ. ᐃᓚᖏᑦ ᓂᐅᕕᐊᒃᓴᐃᑦ ᐊᔾᔨᒥᙱᑦᑕᒻᒪᑎᙱᖅᓱᓂᑦ ᑎᑎᕋᕐᕕᒃᓴᓂᑦ. ᑕᒪᕆᑲᓴᒃ ᐱᖁᑎᓂᒃ, ᐃᓕᖕᓂᒃ ᑕᑯᑎᑦᑎᕙᒃᐳᑦ ᑭᓗᖕᒪᖓᑕ ᒪᓕᒃᑕᐅᓴᕆᐊᖃᖅᑐᑦ. ᐃᓕᓴᐃᔾᔪᑎᒃᓴᑦ ᑭᓗᖕᒪᖓᑕ, ᐊᒻᒪ ᑖᓐᓇ ᐃᓕᓐᓂᐊᕈᑎᒃᓴᑦ ᒪᓕᒃᑲᓗᐊᕐᒪᖔᑦ ᐱᔭᐅᔭᕆᐊᓕᖕᓂᒃ. ᖃᐅᔨᒋᐊᕐᓗᒋᑦ ᑭᓱᑦ ᖃᐅᔨᔾᔭᑕᐅᔪᑦ ᓯᓚᑖᓂᙵᖅᑐᓂᒃ ᐱᖁᑎᖃᕐᒪᖔᑦ. ᓂᐅᕕᖅᑦᑕᖅᑐᑦ ᑕᒪᒃᑯᓂᙵ, ᐅᑯᐅᓘᓐᓃᑦ ᓴᓚᒍᑎᓂᑦ, ᑕᒪᓐᓇ ᐱᓕᕆᐊᙳᖅᑲᑦᑕᖅᑐᖅ ᐊᒻᒪᓗ ᖃᐅᔨᓴᖅᐳᑎᒃ ᖃᓇᓴᐅᔭᕐᓂᑦ. ᐆᑦᑑᑎᒋᓗᒍ, ᑭᓱᑦ ᐊᑐᖅᒪᖔᑦ ᓴᓚᒍᑎᖅᑲᕕᒃ. ᐱᑕᖃᖅᐳᖅ [Ed Tech–ᒧᑦ ᕿᒥᕐᕈᐊᒃᑲᓂᕐᓂᕐᓂᒃ] ᐊᔾᔨᒋᓂᒃ ᐃᒃᐱᒋᔭᖅᑲᕐᓂᕐᒧᑦ ᐃᓕᓐᓂᐊᕐᓂᓕᕆᓂᕐᒧᑦ ᐃᓂᒥᒃ.”

ᐱᙳᐊᕈᑎᓕᐅᕐᓂᖅ

ᐅᓄᖅᑐᓂ ᐃᓕᓐᓂᐊᕐᕕᖕᓂᑦ, ᐱᙳᐊᕐᓃᑦ ᐊᑐᖅᑕᐅᙳᕆᑐᐃᓐᓇᓇᐊᖅᑲᖅᐳᑦ ᐃᑲᔫᖅᑐᐃᔾᔭᑕᐅᓗᑎᒃ ᐱᓪᓗᐊᑕᕐᓄᑦ ᐃᓕᓐᓂᐊᕈᑕᐅᕙᒃᑐᓄᑦ, ᑭᓯᐊᓂᓗᑦᑕᐅᖅ ᐱᙳᐊᕈᑎᓂᒃ ᓴᖅᑭᑦᑎᓂᖅ ᓴᖅᑭᑕᐅᑐᐃᓐᓇᓇᐊᓕᒃ ᖃᓇᓴᐅᔭᒥ ᐱᓕᕆᔾᔪᑕᐅᕙᒃᑐᓂᓘᓐᓃᑦ. ᐃᓕᓐᓂᐊᖅᑏᑦ ᐱᕕᖅᑎᑕᐅᖁᓪᓚᑦ ᐃᓕᑦᑎᓂᕐᒥᒃ ᖃᓄᖅ ᐱᙳᐊᕐᓂᕐᒥᒃ, ᖃᐅᔨᑎᑦᑕᐅᕙᒃᐳᑦ ᐊᔾᔨᐅᙱᑦᑐᓄᓐᓃᖅᑕᐅᕙᒃᑐᓄᑦ ᓱᕐᓗ ᐱᕚᓪᓕᔭᕐᓂᖓᑦ, ᐊᑐᖅᑕᐅᕙᒃᑐᓄᑦ ᐃᓱᒪᒋᔭᐅᓇᓱᒃᑐᓂᒃ, ᐅᓂᒃᑳᖅᑐᐊᓂᒃ ᓴᖅᑭᑎᑦᑎᓂᕐᒥᒃ, ᑕᐅᑦᑐᒃᓴᓕᐅᕐᓂᕐᒥᒃ, ᐱᓕᕆᐊᒃᓴᓕᕆᓂᕐᒥᒃ ᐱᓕᕆᖃᑎᒌᒃᐸᖕᓂᕐᒥᓪᓗ, ᐊᓯᒥᓂᓪᓗ.

ᖃᓄᑎᒋ ᐱᒻᒪᕆᐅᑎᒋᕙ ᖃᐅᔨᑎᑦᑎᓗᓂ ᐱᙳᐊᕈᑎᓂᒃ ᓴᖅᑭᑎᑦᑎᓂᕐᓂ ᖃᓄᐃᓕᐅᕈᑎᓂᒃ ᐃᓕᓐᓂᐊᓕᓵᖅᑐᓂᑦ ᖁᕝᕙᓯᓐᓂᓕᕐᓄᑦ 12-ᒧᑦ ᐃᓕᓐᓂᐊᖅᑎᓄᑦ?

ᔮᓐ ᐹᒥᐹ:

COO-ᑯᑦ ᐹᑎᐹ–ᑯᑦ ᐱᙳᐊᖅᑎᓪᓗᒋᑦ. ᐃᓚᒋᔭᐳᒧᑦ ᔪᑯᐃᑯᑦ, ᑯᐹᑭ ᐊᒻᒪ ᒪᒃᓯᑲᓐ ᐃᑦᑐᕆᔭᐅᔪᑦ/ᓂᖏᐅᕆᔭᐅᔪᑦ, ᓄᑕᕋᐅᓕᓚᐅᖅᓯᒪᒍᖅ ᓵᓚᒃᓴᖅᑐᓂᓗ ᐅᓄᖅᑐᓂᒃ ᑕᕐᕆᔭᐅᓯᐅᕐᓂᕐᒧᑦ ᐃᓕᓴᕆᔭᐅᔾᔨᑎᓂᒃ ᐊᒻᒪ ᐃᓕᓴᕆᔭᐅᔾᔨᑎᓂᒃ ᐱᙳᐊᕈᑎᖏᓐᓂᒃ. ᓛᓐᓇᒧᑦ ᑎᑭᕐᒐᒍ, ᐹᒥᐹ ᐱᒋᐊᖅᑎᑦᑎᖃᑕᐅᓯᒪᒐᖅ 8-ᓂᒃ ᑲᔪᓯᓂᖃᑦᑎᐊᖅᑐᓂᒃ ᐱᙳᐊᖅᑎᓂᒃ ᓇᖕᒥᓂᐅᔪᓂᒃ.

“ᐃᓕᑦᑎᓂᖅ ᐅᖃᐅᓯᕐᒥᒃ ᐊᑐᕆᐊᖃᓪᓚᕆᒃᐸᑦ, ᐃᓱᒪᒍᖓᓕ ᐃᓕᑦᑎᕙᓪᓕᐊᓂᖅ ᐱᓕᕆᐊᒃᓴᓕᕆᓂᕐᒧᑦ ᐅᖃᐅᓯᕐᒥᒃ ᑕᐃᒪᐃᑦᑕᕆᐊᖃᓪᓚᕆᐊᖃᕆᒐᖅ. ᐱᙳᐊᕐᓃᑦ ᐊᖅᑯᑕᐅᔪᓐᓇᖅᐳᑦ ᓄᑕᖅᑲᑦ ᐱᔪᒃᓯᓕᖅᑎᑦᑐᒪᓪᓗᒋᑦ ᐱᓕᕆᐊᒃᓴᓕᕆᓂᐊᕐᓂᕐᒥᒃ, ᐅᖃᓪᓚᒍᓐᓇᑦᑎᐊᓕᕐᓗᑎᓪᓗ ᐅᖃᐅᓯᕐᒥᒃ. ᓄᑕᖅᑲᑦ ᖁᕕᐊᒋᔭᖅᑐᑦ ᐱᙳᐊᕐᓂᕐᒥᑦ, ᐊᒻᒪᓗ ᐃᓱᒪᒋᔭᖓ ᐃᑲᔫᕈᓐᓇᕐᓂᖏᓐᓂᑦ ᓴᖅᑭᑦᑎᔩᓂᕐᒥᑦ ᓱᕐᓗ ᐱᙳᐊᕐᓂᕐᒥᑦ ᐱᑎᑦᑕᐅᓂᕐᒥᑦ ᑖᒃᑯᓇᙵ. ᐊᒃᓱᐊᓗᒃ ᖁᕕᐊᓇᖅᑐᖅ ᑕᐃᒃᑯᐊ ᓴᓇᑐᐃᓐᓇᖅᑰᔨᙵᓚᑕ. 11-ᖑᓚᐅᖅᓯᒪᒐᖓ ᓇᖕᒥᓂᖅ ᐃᓕᓐᓂᐊᖅᑎᓪᓗᖓ ᖃᓄᖅ ᓇᓗᓇᐃᒃᑯᑎᓕᐅᕆᐊᒃᓴᖅ.

ᑖᓐᓇ ᐊᔾᔨ ᑕᐃᔭᐅᔪᖅ Never Alone. ᐊᔾᔨᓕᐅᖅᑕᐅᔪᖅ ᑖᒃᑯᓄᖓ E-Line–ᑯᑦ ᑐᓴᖅᑕᐅᔪᓕᕆᔩᑦ

ᑖᓐᓇ Never Alone ᓴᖅᑭᑕᐅᓚᐅᖅᑐᖅ ᑲᑐᔾᔨᖅᑲᑎᖃᖅᑐᑎᒃ ᑖᒃᑯᓇᓂ Cook Inlet Tribal–ᑯᑦ ᑲᑎᒪᔨᕆᓐᓂᑦ, ᐊᔾᔨ ᑖᓐᓇ E-Line ᑐᓴᖅᑐᓕᕆᔩᓄᑦ

ᓄᓕᖅᑲᑦ ᖃᓄᑐᐃᓐᓇᖅ ᐊᑭᖃᙱᑦᑐᓂᒃ ᖃᕆᓴᐅᔭᓂᒃ ᐊᑐᕈᓐᓇᖅᐳᑦ ᐊᒻᒪ ᐱᓕᕆᐊᒃᓴᕆᓐᓂᒃ. ᑎᑎᕋᕐᓂᖅ ᓇᓗᓇᐃᒃᑯᑕᕐᒥᑦ ᖃᐅᔨᒪᓗᓂᓗ ᖃᓄᐃᑦᑑᙵᙱᑦ ᐋᖅᑭᒃᓱᓂ ᑭᓯᒥᑭᐊᖅ,ᐃᓚᓯᓗᓂ ᑭᓯᒥᑭᐊᖅ,ᐊᓯᔾᔨᕐᓂᕐᒧᑦ ᐱᒪᑎᐅᑦᔭᐅᔪᓂᑦ,ᑐᑭᓯᑎᐊᕐᓂᕐᓗ [ᐱᓕᕆᐊᖅ].ᓴᓐᖏᔪᒥᒃ ᖃᓇᓴᐅᔭᖃᓇᐊᖃᙱᒪᒥᔪᓯᑕᐅᖅ.ᐃᓚᖏᑦ ᐊᕙᑎᐅᔪᑦ ᒫᓇ ᐋᖅᑭᒃᑕᐅᓯᒪᕗᑦ ᐱᓕᕆᖃᑎᒌᑦᑎᐊᕈᒪᓪᓗᑎᒃ– ᓇᕿᑦᑕᕈᓐᓇᖅᑐᓯ ᓇᓗᓇᐃᒃᑯᑕᓂᒃ ᐊᒻᒪ ᖁᙱᐊᕐᓗᒍ ᐱᙳᐊᕐᓂᓇᔭᐃᑦ ᐊᓯᔾᔨᖅᑎᓪᓗᒍ ᓴᖅᑮᔾᖅᑐᖅ ᓇᕿᑦᑕᖅᐸᓪᓕᐊᑎᓪᓗᑎᑦ ᓇᓗᓇᐃᒃᑯᑕᕐᒥᒃ. ᓈᒻᒪᒃᑐᒥᒃ ᐊᕙᑎᖃᕈᕕᑦ ᐊᔪᕐᓇᙱᑎᑦᑎᔪᒥᒃ, ᐋᖅᑭᒃᓯᓗᓂ ᑕᒪᖅᑐᒥᒃ ᑕᑯᒃᑲᐅᑎᒋᓗᓂᓗ ᖃᓄᐃᓕᖓᔾᔪᑎᓂᒃ ᐃᖕᖏᓐᓇᖅ,ᐱᓴᕋᐃᙱᓐᓂᖅ ᑐᓴᕋᓱᓗᓂ ᑭᓱᑦ ᓄᓕᖅᑲᑦ ᐃᖏᕋᑎᖃᑦᑕᕐᒪᖔᕆᑦ.ᐊᑯᓂᐊᓗᖅᐸᑦ ᑭᐅᔭᐅᓇᓱᓪᓗᓂ, ᑐᓴᕈᒪᙱᓐᓂᖅᓴᐅᓇᔭᖅᑐᑦ.

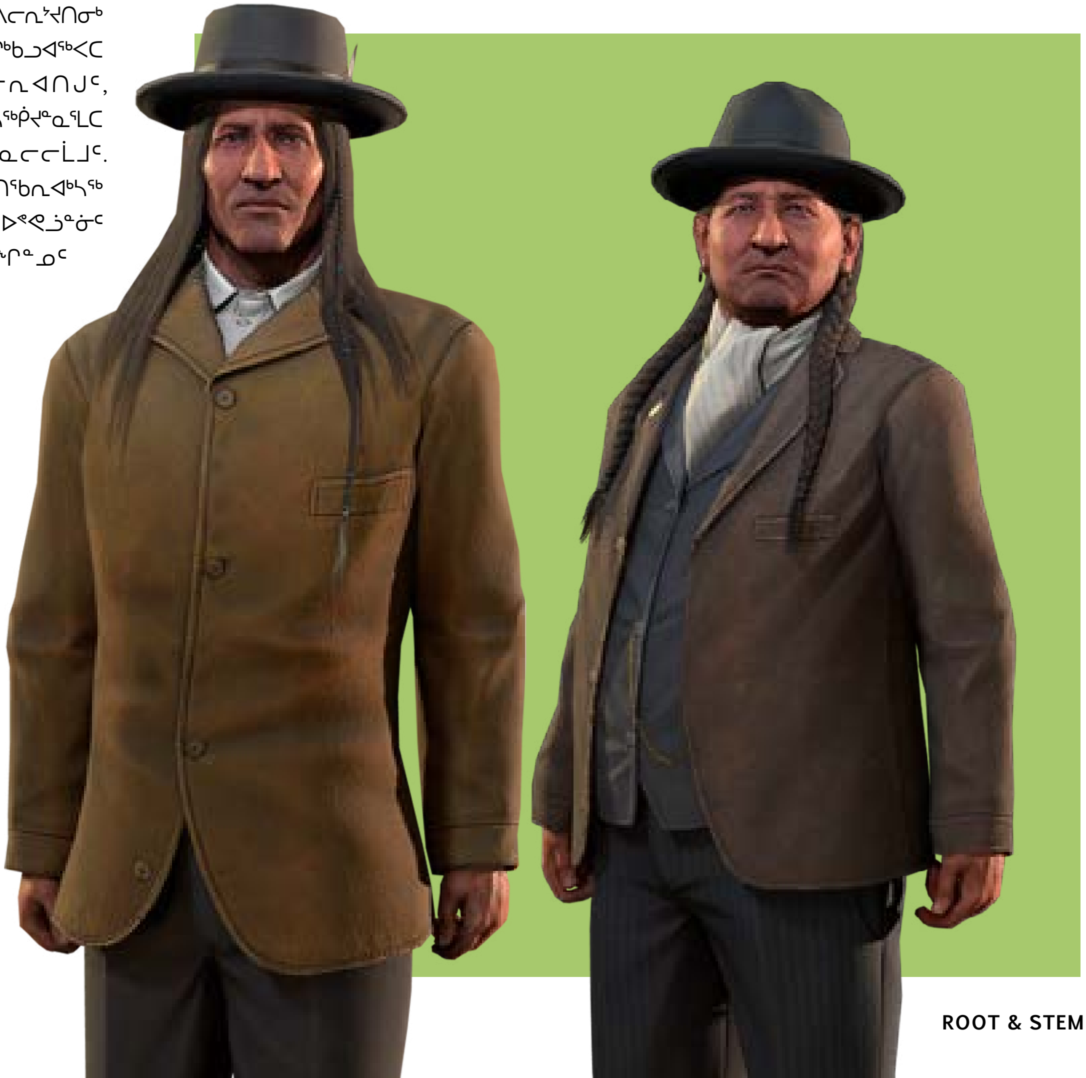
“ᓄᓇᓕᕋᓵᕐᒥᐅᑕᐅᒍᕕᑦ ᐅᖓᓯᒋᔭᐅᔪᒦᒃᑲᓗᐊᕈᕕᑦ ᐋᒃᑲᔫᓐᓃᑦ, ᓅᑦᑕᓇᐊᖅᑲᙱᑦᑐᑎᑦ ᓄᓇᔅᓯᓐᓂ ᐱᙳᐊᓇᐊᖅᑐᕐᓗᑎᑦ, ᐱᓗᐊᖅᑐᒥ ᒫᓐᓇ. ᐃᑭᐊᖅᑭᕕᖅᑲᖅᐳᑎᑦ, ᐃᓕᑦᑎᔪᓐᓇᖅᑰᑎᑦ. ᓄᓇᓕᕐᔪᐊᒃᑯᕕᒻᒥᑦᑕᓇᐊᖅᑲᙱᑦᑐᑎᑦ ᐱᙳᐊᓇᐊᖅᑐᕐᓗᑎᑦ. ᓇᓂᓯᔪᓐᓇᖅᑐᑎᑦ ᐃᓄᖕᓂᒃ ᐱᔪᒪᓂᖅᑲᖅᑐᓂᒃ ᐊᔾᔨᖕᖑᓂᒃ. ᐱᙳᐊᖅᑎᓕᒫᕗᑦ 30–ᓂᒃ ᐃᓄᖕᓂᒃ ᐱᙳᐊᖅᑲᑎᖃᖅᑐᑦ ᐃᑭᐊᖅᑭᕕᒃᑯᑦ–ᑲᑎᙳᓴᓇᐊᖅᑲᙱᑦᑐᑦ.

ᐱᔭᕇᖅᑎᓪᓗᒍ ᑐᕌᓇᔭᐅᔪᖅ ᓇᓗᓇᐃᒃᑯᑕᖃᕐᓗᑎᒃ– ᐅᖃᓕᒫᕈᓐᓇᖅᑐᒥᒃ ᐊᐅᓚᐅᑎᖃᕐᓗᑎᒃ. ᐱᙳᐊᕐᓂᕐᒧᑦ ᐱᕙᓪᓕᐊᑎᑦᑎᔨᒪᒐᓗᐊᕈᑎᒃ [ᑲᒪᒋᔭᐅᓂᕐᒧᑦ] ᐅᕝᕙᓘᓐᓃᑦ ᐃᓱᒪᖅᑰᑕᐅᙱᓪᓗᓂ,ᑭᓯᐊᓂ ᐊᑲᐅᒃᓴᕐᒪᑕ ᐱᓕᕆᔾᔪᑎᓂᒃ ᐱᐅᔪᒥᒃ ᐊᒃᑐᐃᓂᖅᑲᕐᒪᑕ.ᐱᙳᐊᑐᐃᓐᓇᕆᒃᑲᓗᐊᖅᐸᑕ ᐃᓐᓇᐅᓗᑎᒃ, ᐅᕝᕙᓘᓐᓃᑦ ᐱᓕᕆᐊᑎᒍᑦ, ᖃᐅᔨᒪᑐᐃᓐᓇᕐᓗᑎᒃ ᓄᑖᙳᖅᐸᓪᓕᐊᔪᓂᒃ ᓴᖅᑮᔪᓐᓇᕐᒪᑕ ᐋᖅᑭᒍᑎᓂᒃ ᐃᑲᔪᕈᓐᓇᖅᑐᓂᒃ ᓄᓇᓕᓕᒫᒧᑦ. ᐃᓱᒪᔪᓐᓇᖅᑐᑦ ᓇᖏᓂᕐᒃᓂᕐᒥᒃ ᓂᐅᕐᕈᑎᖃᓇᐊᒃᓴᖅ ᓴᓇᐅᒐᕐᓂᒃ ᓄᓇᙱᓐᓂ ᓴᓇᔭᐅᓯᒪᔪᓂᒃ, ᐅᕙᓘᓐᓃᑦ ᐱᔨᑦᑎᕋᕐᓗᑎᒃ ᕿᓇᐅᔭᓂᒃ ᓄᓇᓕᖏᓐᓄᑦ ᓇᒃᓴᕈᓐᓇᕐᓗᑎᒃ.”

ᐋᓚᓐ ᒎᓯᓐᕚᑦᑦ

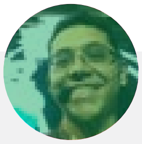
“ᖁᕝᕙᓇᐊᖅᑎᑦᑎᓯᒪᔪᒧᑦ ᐱᙳᐊᕐᓂᕐᒧᑦ ᐋᖅᑭᒃᓯᒪᓂᕐᒥᒃ ᒪᒃᑯᒃᑐᓄᑦ ᑕᐃᒪᙵᑦ ᐱᕆᐊᓚᐅᖅᓯᒪᑎᓪᓗᑕ ᖃᓇᓴᐅᔭᒃᑯᑦ ᐱᕙᓪᓕᐊᔪᓕᓇᓂᕐᒥ. ᐃᓕᓐᓂᐊᖅᑎᑦᑎᕋᑦᑕᓚᐅᖅᑐᒍᑦ ᑲᓇᑕᓕᒫᒥ ᐱᙳᐊᖅᑐᓂᒃ ᐊᐅᓚᐅᓯᓇᔨᓂᒃ, ᑐᙳᕕᐅᔪᖅ ᐃᓕᑦᑎᓂᕐᒧᑦ ᑕᕐᓇᕐᔮᒃᓴᓕᐅᕐᓂᕐᒥᒃ. ᖃᐅᔨᓚᐅᖅᑐᒍᑦ ᓄᓇᓕᓕᒫᑦᑎᐊᓂ ᐅᐸᓚᐅᖅᑕᕗᑦ,ᓄᓇᓕᒃᔪᐊᖑᓗᐊᖅᐸᑕ ᐅᕝᕙᓘᓐᓃᑦ ᓄᓇᓕᕋᓛᖑᓗᐊᖅᐸᑕ, **ᓄᑕᕋᖅᑕᖃᐃᓐᓇᕐᒪᑦ ᐊᒃᓱᕈᖅᑎᖅᑕᖅᑐᓂᒃ ᐱᙳᐊᕐᓂᕐᒥᒃ**. ᓄᓕᖅᑲᑦ ᖃᓇᐅᔭᖅᑲᓕᕋᖕᖓᒥᒃ ᐊᒻᒪᓗ ᖃᓇᓴᐅᔭᒃᑯᑦ ᑲᑎᑦᑐᓐᓇᖅᑰᑎᒃ, ᓄᑕᕋᖅᑕᖃᐅᑎᐊᓱᖕᒍᒪᑦ ᐱᙳᐊᕈᓐᓇᑎᐊᖅᑐᓂᒃ, ᐊᒻᒪᓗ ᐃᖅᑲᓇᐃᔮᖅᑲᕈᓐᓇᑎᐊᖅᑐᑎᒃ ᐱᙳᐊᕐᓂᕐᒧᑦ ᐅᑯᐅᓘᓐᓃᑦ ᓄᑖᙳᖅᐸᓪᓕᐊᔪᓄᑦ. ᒫᓇᐅᔪᖅ, ᐱᓕᕆᐊᖅᖃᖅᑐᒧᑦ ᐊᓯᐊᓂᒃ ᓯᐅᕋᕐᒥᒃ ᐱᙳᐊᕈᑎᒥᒃ ᑕᐃᔭᐅᔪᒥᒃ ᓄᖑᑦᑐᓐᓇᕐᓂᕐᑦᑐᒥᒃ ᑐᕌᖃᖅᑕᑦ, ᑲᑐᔾᔨᖅᑲᑎᖅᑲᖅᑐᑦ ᓄᖑᑦᑐᓐᓇᕐᓂᕐᑦᑐᒥᒃ ᐱᓕᕆᔩᓄᑦ ᑐᓴᐅᒪᖅᑲᑦᑕᐅᑎᖅᑲᑎᒌᒍᑎᓂᒃ, ᐱᔭᕆᐊᑭᓪᓕᑎᓪᓗᒍ ᒪᒃᑯᒃᑐᓄᑦ ᐃᓕᓐᓂᐊᕐᓗᑎᒃ ᐊᑕᐅᓯᐅᖅᑲᑎᖅᑎᓂᒃ ᐱᙳᐊᕈᑎᓂᒃ ᐊᐅᓚᐅᑎᓂᒃ, ᐱᕕᖅᑲᑦᑎᑦᑎᔪᖅ ᐱᓪᓚᑦᑖᖅᑰᔨᔪᒥᑦ 3D-ᓂᒃ ᐱᓐᖑᐊᕈᓯᕐᓂᒃ,ᐊᒻᒪᓗ ᓇᓗᓇᐃᒃᑯᓯᖅᓱᐃᓂᖅ C#-ᒥᑦ ᐱᓕᕆᐊᖑᓂᐊᖅᑐᓄᑦ ᐅᖃᐅᓯᕐᒥᒃ.”

ᐃᓱᓕᑉᕚᖅᑲᖏᖅᑐᑦ ᑲᑎᖅᑲᑎᕐᒃᓯᒪᔪᑦ ᓇᖏᓂᕐᓄᑦ, ᑮᓇᐅᔭᓕᐅᕋᓱᙱᖅᑐᑦ ᐊᒻᒪ ᐃᓄᐃᑦ “ᐱᔪᓐᓇᕐᓂᖅᑲᖅᑐᑦ ᓇᑲᑎᕆᓂᕐᒧᑦ ᐱᙳᐊᕐᓂᐅᔪᓂᒃ ᓯᕗᒻᒧᐊᒃᑎᑦᑎᓇᓱᒃᑐᑎᒃ ᐃᓕᓐᓂᐊᕐᓂᕐᒥᒃ ᐊᒻᒪ ᑲᒪᒋᓗᒋᑦ ᑐᑦᖅᑕᕈᑏᑦ



ᑖᓐᓇ Never Alone ᓴᖅᑭᑕᐅᓚᐅᖅᑐᖅ ᑲᑐᔾᔨᖃᑎᖃᖅᖢᑎᒃ ᑖᒃᑯᓇᓂ Cook Inlet Tribal–ᑯᑦ ᑲᑎᒪᔩᖏᓐᓂᑦ, ᐊᔾᔨ ᑖᓐᓇ E-Line ᑐᓴᖅᑐᓕᕆᔩᓄᑦ

ᖃᕆᓴᐅᔭᕐᒧᑦ ᐊᒻᒪ ᖃᕆᓴᐅᔭᒃᑰᕈᓐᓇᐅᑎᒧᑦ ᖃᕆᓴᐅᔭᒃᑯᑦ ᐊᒡᒍᕐᓗᒍ.” https://www.endless-network.com/about.html



ᑳᓘᔅ ᑮᕋᓴ:

ᐊᐅᓚᑦᑎᔨᒪᕆᒃ ᐅᑯᓄᖓ Dreams Uncored–ᑯᓐᓄᑦ ᐊᒻᒪ SYCK–ᑯᑦ ᓈᓚᐅᑎᖃᕐᕕᐊᓂᕐ, ᐱᕙᓪᓕᐊᑎᑦᑎᔨᑦ ᑯᕆᔅ ᑕᐃᔦᔅ (ᓴᖅᑭᑕᐅᑌᖅᑐᖅ ᔫᓂ 2021–ᒥ.) ᑮᕋᓴ ᐊᐅᓚᑦᑎᔨᒪᕆᐅᓚᐅᖅᓯᒪᔪᖅ ᐊᑖᓂ ᐱᙳᐊᕈᑎᐅᕐ, ᑲᓛᐱᐊᒥᙶᖅᑐᖅ ᓴᓇᙳᐊᕐᕕᒃ ᐋᖅᑭᒃᓱᐃᓚᐅᖅᑐᖅ ᐅᖃᓕᒫᕆᐅᖅᓴᓂᕐᒧᑦ ᐱᙳᐊᕈᑎᓂᒃ ᐊᒥᐊᓕᒃᑲᓂᑦ ᓇᒻᒥᓂᐅᔪᓄᑦ.

“ᑕᕐᕆᔾᔭᒃᓴᒃᑯᑦ ᐱᙳᐊᕐᓂᖅ ᐱᕕᖃᕈᑎᒋᓚᐅᖅᐸᕐ ᓯᕗᓂᒃᓴᓕᐅᕈᓐᓇᖅᓱᖓ ᑕᐃᒪᓐᓇᐅᕐᑯᓚᐅᖅᑕᓐᓂᒃ. ᐃᓕᓐᓂᐊᕈᒪᓕᓚᐅᖅᑐᖓ ᖃᕆᓴᐅᔭᓕᕆᓂᕐᒥᒃ ᐱᒋᐊᓚᐅᕐᓗᖓ ᐅᐊᔭᔫᖅᑐᓂᒃ ᓴᓇᓂᕐᒥᒃ, ᐱᔾᔪᑎᒋᓪᓗᒍ ᖁᕕᐊᒋᓚᐅᕋᒃᑯ ᓴᖅᑭᑦᑎᓂᖅ ᖃᕆᓴᐅᔭᒃᑯᑦ ᐃᓂᒃᓴᒥᒃ. ᓴᖅᑭᑎᑦᑎᓂᖅ ᐱᙳᐊᖓᒃᓴᓂᒃ ᐃᓱᒪᒋᔭᐅᔪᓐᓇᖅᑐᓂᒃ ‘ᐃᓕᓐᓂᐊᕐᓂᖅ’ ᐃᓱᒪᒋᔭᐅᑦᑎᐊᓚᐅᙱᓚᖅ ᐋᖅᑭᒃᓯᒪᓕᖅᑎᑕᐅᓪᓗᓂ, ᑕᐃᒪᐃᔾᔪᑎᖃᓚᐅᖅᐳᖅ ᑭᓇᐅᓂᓐᓂᒃ. ᐃᓱᒪᔪᙱ ‘ᖃᓄᐃᒪᑦ?’ ᐱᐅᒋᔭᕐ ᐱᙳᐊᕐᓂᖅ ᐊᐱᖅᓱᕈᑎᒋᖃᑦᑕᖅᑕᐃᑦ ᐱᔾᔪᑎᒋᔭᕐᓂᒃ ᓄᓇᕐᔪᐊᕐᒥ.

ᐋᖅᑭᒃᓱᐃᕙᓪᓕᐊᓕᓚᐅᖅᑐᖓ ᐱᒪᓇᐊᓗᙵᓂᒃ ᐱᙳᐊᕐᓂᕐᓂᒃ ᐅᕙᓂ, Bucaramanga–ᒥ, ᓇᖕᒥᓂᕗᓪᓗ ᓯᓚ ᕿᑎᐊᓃᕐᔪᓂ [Colombian] ᓄᓇᓖᑦ ᐊᕐᕌᒍᐃᑦ ᖁᓕᑦ ᐊᓂᒍᖅᓯᒪᓕᖅᑎᓪᓗᒋᑦ. ᖁᕕᐊᓇᖅᐳᖅ, ᐱᙳᐊᕐᓂᕐᒧᑦ ᐱᕙᓪᓕᐊᑎᑦᑎᓂᖅ ᓅᐸᒃᑭᒻᒪᑦ ᓄᓇᓕᓪᓗᐊᑕᕐᒥᑦ, ᓵᕐᓗ ᓂᐅ ᔦᐊᒃ. ᓇᒥᑐᐃᓐᓈᕋᓗᐊᕈᕙᑦ ᓱᖁᑕᐅᓐᖏᑦᑐᖅ, ᑭᓯᐊᓂ ᐅᐸᒋᐊᖃᕋᕙᑦ. 2012-ᒥ, ᐃᓚᐅᑎᓪᓗᙱ ᐱᙳᐊᕐᓂᕐᒧᑦ ᐱᕙᓪᓕᐊᑎᑦᑎᔨᑦ ᑲᑎᒪᕐᔪᐊᖅᑎᓪᓗᒋᑦ ᐊᒥᐊᓕᐅᐃᑦ ᓄᓇᙳᓐᓂ, ᑲᑎᖃᑎᖃᓚᐅᖅᑐᖓ ᔫᒃ ᐹᕐᒥᑦ [ᓇᓂᓯᔨ Zachtronics–ᒥᑦ ᐊᒻᒪ Zachademics–ᒥᑦ], ᐅᕙᓐᓂᒃ ᖃᐅᔨᑎᑦᑎᓚᐅᖅᑐᖅ [ᐃᓕᓐᓂᐊᕐᓂᕐᒧᑦ ᐱᓕᕆᔾᔪᑎᓄᑦ ᓇᖕᒥᓂᐅᔪᒧᕐ]. ᐃᖅᑲᓇᐃᔭᖅᑎᒌᓚᐅᖅᑐᑦ ᐅᕙᑦᑎᓐᓂᒃ ᓄᑖᒥᒃ ᓴᓇᓂᐊᖅᑐᒥᒃ ᐅᖃᓕᒫᕆᐅᖅᓴᓂᕐᒥᒃ ᓴᓇᓯᒪᔭᑦᑎᓐᓂᒃ. ᐃᖅᑲᓇᐃᔭᓯᒋᐊᓚᐅᖅᑐᙱ ᐱᙳᐊᕐᓂᕐᒥᑦ.”

ᓴᙱᓂᖃᕐᓂᖅ ᐊᒻᒪ ᑭᓇᐅᓂᖅ

ᐊᒻᒪ ᓱᓕ ᐊᑐᖅᑕᐅᖃᑦᑕᕐᓂᖏᑦ ᐃᓕᓐᓂᐊᖅᑎᑦᑎᓂᒃᑯᑦ ᐃᑲᔪᖅᓱᐃᔾᔪᑕᐅᓪᓗᑎᒃ ᐊᒻᒪ ᐊᕙᑎᒋᔭᐅᓪᓗᑎᒃ ᐊᓱᔾᔨᒐᒃᓴᐅᓪᓗᑎᒃ, ᐱᓕᕆᐊᖑᓪᓗᑎᒃ, ᐊᓯᖏᓪᓗ 21-ᖑᓪᓗᑎᒃ ᐊᔪᖅᑕᐅᙱᑦᑐᑦ, ᐱᙳᐊᕈᑎᑦ ᐱᒪᕆᐅᖃᑕᐅᔪᓐᓇᖅᐳᑦ ᐃᓄᖕᓄᑦ ᐊᒻᒪ ᐃᒃᐱᒋᔭᒃᑯᑦ ᐱᕙᓪᓕᐊᔾᔪᑎᓄᑦ ᒪᒃᑯᒃᑐᓄᑦ.

ᖃᓄᕐᓕ ᑕᕐᕆᔾᔭᒃᓴᑦ ᐱᙳᐊᕈᑎᑦ ᐱᕚᓪᓕᖅᑎᑦᑎᔪᓐᓇᖅᐸ ᓄᑕᖅᑲᑦ ᖁᓯᙱᓐᓂᖏᓐᓂᒃ, ᓇᖕᒥᓂᖅ–ᐃᒃᐱᒋᔪᓐᓇᕐᓂᕐᒥᒃ, ᐃᓅᖃᑎᒌᒍᓯᕐᓂᒃ ᐊᒻᒪ ᐃᒃᐱᒋᔭᖏᓐᓂᒃ ᐱᔪᓐᓇᕐᓂᖅᑖᖅᐸᓪᓕᐊᓂᕐᒧᑦ?

ᑯᕆᔅ ᕕᖏᐅᔅ:

“ᒫᓐᓇ ᐃᓕᓐᓂᐊᖅᑎᕗᑦ ᐃᓕᓐᓂᐊᓕᕝᖅᑐᓂᒃ ᐃᓕᓐᓂᐊᕈᑎᓕᖕᓄᑦ 12-ᒧᑦ ᑎᑭᕐᖢᒍ ᓂᕆᐅᒋᔭᖅᐳᑦ ᑐᑦᑕᕝᕕᒥ ᐊᒻᒪ ᐱᓕᕆᖃᑎᒌᒍᓐᓇᕐᓂᖏᓐᓂᒃ, ᐱᓕᕆᔪᓐᓇᕐᓗᑎᒃ ᓄᓇᕐᔪᐊᕐᒥ. ᐊᑐᕐᒪᑕ ᐊᖏᔪᐊᓗᖏᒃ ᑎᒥᐅᔪᒥᒃ ᐃᓅᓯᓕᒫᒥᖏᓐ. ᐃᓕᓐᓂᐊᕕᖑᐊᖅᐸᒃᖢᑎᒃ, ᑎᒥᖅᑐᐃᓐᓇᙱᖕᖢᑎᒃ, [ᑭᓯᐊᓂ] ᐃᓱᒪᒋᔭᐅᓂᖓ ᑐᑦᑕᕝᕕᐅᑉ ᓄᖅᑲᖅᑎᑕᐅᖃᔪᖕᒪᑦ. ᑕᒪᓐᓇ ᐊᔾᔨᒋᙱᒪᒍ ᖃᕆᓴᐅᔭᒃᑯᑦ, ᐃᒡᓗᐊᓄᖕᒐᕐᓕ ᐅᓄᖅᑑᓕᖓᔪᓂᑦ ᐱᓐᖑᐊᕐᓂᐅᔪᖅ, ᐆᒪᓇᓂᖅᓴᐅᓪᓗᓂ, ᓴᓇᑐᓂᖅᓴᐅᓪᓗᓂ ᐊᒻᒪᓗ ᐱᔪᓐᓇᓂᖅᓴᐅᓪᓗᓂ. ᓄᓇᕐᔪᐊᖅ ᒫᓐᓇ ᐃᓅᕝᕕᒋᔭᕗᑦ, ᐊᓯᔾᔨᖅᐸᓪᓕᐊᖏᓐᓇᐅᔭᖅᖢᓂ ᓇᐅᒃᑯᓕᒫᖅ, ᐃᓱᒪᑦᑎᐊᕐᓇᖅᐳᖅ ᑲᔪᓯᑎᐊᕐᑯᓪᓗᒍ. ᐅᓄᖅᑐᓂᒃ ᐅᓪᓗᒥᓕᓴᕐᓂᒃ ᓇᖕᒥᓂᐅᔪᓂᑦ, ᐃᓄᖕᓂᒃ ᐃᓱᒪᕐᑯᔨᒐᕙᑦ ᖃᖏᑕᓗᑎᒃ, ᖃᐅᔨᓴᕐᓗᑎᒃ ᖃᓄᐃᓕᖓᓂᐅᔪᒥᒃ ᐊᒻᒪᓗ ᓄᑖᒥᒃ ᐆᒃᑐᕐᓗᑎᒃ, ᐊᒻᒪᓗ ᑐᑭᓯᐅᒪᔪᓂᒃ ᖃᓄᖅ ᑲᑐᔾᔨᖃᑎᒌᒍᓐᓇᕐᒪᖔᕐᒥᒃ. ᐃᑲᔪᕋᓱᒃᐳᒍᑦ ᑲᔪᓯᓂᖃᑦᑎᐊᕐᑯᓪᓗᒋᑦ ᐱᓕᕆᖃᑎᒌᑦ, ᐊᒻᒪᓗ ᖃᓄᐃᓕᖓᓂᕐᒧᑦ-ᑐᕌᖓᔪᓂᒃ.”

ᓕᓐᓯ ᑐᑮᕝ:

“ᖃᐅᔨᓴᕐᓂᖃᕐᔪᐊᖅᐳᖅ ᐃᓅᖃᑎᒌᑦ ᐱᒻᒪᕆᐅᒋᔭᖏᓐᓂᒃ ᐱᙳᐊᕈᑎᓂᒃ. ᖃᐅᔨᒪᔪᒧᑦ ᐱᙳᐊᖅᑏᑦ ᖃᕆᓴᐅᔭᒃᑯᑦ ᐱᙳᐊᖃᑦᑕᖅᑐᑦ ᓂᕈᐊᕐᓂᖅᓴᐅᓰᙳᓂᖏᓐᓂᒃ ᐊᑭᓕᖅᓱᖅᑕᐅᙱᖕᖢᑎᒡᓗ ᐱᓕᕆᓂᖅᓴᐅᓰᙳᓂᖏᓐᓂᒃ, ᐊᒻᒪ

ᓄᓇᓕᖕᓂᙱᖅᑐᓂᒃ ᖃᐅᔨᒪᓂᖅᓴᐅᓕᖅᐸᒃᓗᑎᒃ, ᐊᒻᒪ ᑕᐅᑐᑦᑎᐊᕐᓂᖅᓴᐅᓕᖅᐸᒃᓗᑎᒃ ᐃᓅᖕᓂᒃ ᐊᓯᖏᓐᓂᒃ ᐃᓕᖅᑯᓯᕆᔭᐅᔪᓂᒃ ᐊᔾᔨᒌᙱᑦᑐᓂᒃ. ᖃᓄᐃᑦᑑᓂᕆᔭᕗᑦ Tyto−ᒥ ᐊᔾᔨᒌᙱᒋᑦᑖᔭᖅᑐᑦ ᐱᔾᔪᑎᒋᓪᓗᒋᑦ ᐅᕝᕙᓂᖃᑎᒌᙱᑦᑐᑦ, ᐊᕐᓇᐃᑦ/ᐊᖑᑎᑦ ᐊᒻᒪ ᑎᒥᖏᑦ ᖃᓄᐃᑦᑑᓂᖏᑦ. ᐋᖅᑭᒃᓯᐃᓚᐅᕆᕚᒍᑦᑕᐅᖅ ᖃᓄᐃᓕᐅᖅᑕᐅᕙᓪᓕᐊᓇᔭᖅᑐᓂᒃ ᐃᑲᔪᖅᑐᐃᔪᓂᒃ ᖃᓪᓗᓈᑎᑐᑦ−ᐅᖃᐅᓯᕐᒥᒃ ᐃᓕᑦᑎᕙᓪᓕᐊᕙᒃᑐᓂᒃ. ᖃᐅᔨᓴᕐᓂᖃᖅᑎᓪᓗᑕ, ᑭᐅᔭᐅᑦᑎᐊᓚᐅᖅᑐᒍᑦ. ᐊᑕᐅᓯᕐᒥᒃ ᐃᓕᓐᓂᐊᖅᑎᑕᖃᓚᐅᖅᑐᖅ, ᒪᓕᒃᓗᒍ ᐃᓕᓴᐃᔨ, ᐊᒃᓱᕈᓗᔫᒃᑐᖅ ᓄᑖᙳᓂᖓᓄᑦ, ᐊᒻᒪᓗ ᑭᖑᓂᐊᒍᑦ ᐅᓪᓗᖓᓂ ᖃᐅᔨᓴᖅᑕᐅᑎᓪᓗᒍ **ᐅᖃᓚᐅᕐᒪᑕ ᐱᙳᐊᕐᓂᖅ ᐃᓱᒪᑦᑎᐊᓕᓚᐅᕐᒪᑦ ᐊᒻᒪᓗ ᓇᓗᓇᐃᖅᓯᓪᓗᓂ ᖃᓄᑎᒋ ᓴᓐᖏᓂᖃᖅᑎᒋᖕᒪᖕᒫᖅ ᐊᑐᖅᓯᒪᔭᒥᓂᒃ ᑖᒃᑯᓇᖕᒐ.** ᐊᒻᒪᓗ ᑕᒪᓐᓇ ᐃᓚᒋᖕᒥᔭᖕᒐ ᐱᙳᐊᕐᓂᐅᔪᑦ ᓵᒨᖅᑕᐅᔪᓐᓇᖅᑐᑦ ᐃᓕᓐᓂᐊᖅᑎᓄᑦ. ᐃᓕᓐᓂᐊᖅᑏᑦ ᓇᓗᓇᐃᖅᓯᓇᓱᒃᑎᓪᓗᒋᑦ ᖃᐅᔨᒪᔭᒥᓂᒃ, ᐅᖃᕈᓐᓇᕐᓇᖅᑯᔫᖕᒪᑕ ᑎᑎᕋᕐᓂᐊᕐᓗᑎᒃ ᐅᖓᓗᓐᓃᑦ ᐅᖃᐅᓯᒃᑯᑦ. ᑕᒻᒪᓂᓕ, ᐊᔾᔨᒌᙱᑦᑐᓂᒃ ᐊᒃᓱᕈᕐᓇᖅᑐᓂᒃ ᐱᓕᕆᔪᓐᓇᕐᓗᓂ ᐊᒻᒪ ᑕᑯᒃᓴᐅᑎᑦᑎᓗᓂ ᖃᐅᔨᒪᔭᒥᓂᒃ ᑕᑯᒃᓴᐅᑎᑦᑎᓗᑎᒃ ᐃᔾᔪᐊᖅᓯᓂᕐᒥᒃ ᐊᑐᕐᓗᑎᒃ, ᐊᒻᒪ ᖃᓪᓗᓈᑎᑐᑦ ᑎᑎᕋᖅᑎᑦᑎᐊᕙᐅᔭᕆᐊᖃᙱᓪᓗᓂ ᐅᖃᐅᓯᖏᓐᓂᑦ ᐅᖃᖅᑎᐅᙱᓪᓗᓂ, ᐃᓄᖕᓄᑦ ᓴᙱᔩᔾᔨᓇᕐᒪᑦ.”

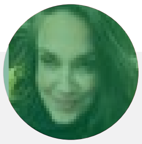
ᑳᓚᐅᔅ ᕿᑦᓴ

“ᖃᓪᓗᓈᑎᑐᑦ ᐃᓕᓐᓂᐊᓚᐅᖅᑐᖓ ᐱᙳᐊᕆᑎᒃᑯᑦ. ᐃᓅᓱᒃᑑᓪᓗᖓ, ᐊᔾᔨᙱᒋᑕᒻᒪᑎᒋᓚᐅᕋᒃᑯᑦ ᐃᓕᓐᓂᐊᖅᑎᒃᑲ, ᐊᑭᔾᔨᐅᓇᖅᐸᓚᐅᖅᑐᑦ. ᐱᐅᒋᔭᖃᓚᐅᖅᑐᖓ ᐊᔾᔨᐅᕆᑦᑐᓂᒃ. ᑕᐅᑐᒃᐸᓚᐅᕋᒪ ᐅᖃᓕᒫᖅᓗᖓᓗ ᒪᖓᒥᒃ. ᐃᒪᓐᓇᐅᔪᒪᖅᑲᐅᔪᖓ ᓴᓇᓗᖓ ᓴᓇᐅᒐᕐᓂᒃ. **ᐱᙳᐊᕐᓃᑦ ᐅᕙᓐᓂᒃ ᑲᑎᑎᑦᑎᔪᓐᓇᖅᑐᑦ ᖃᐅᔨᓴᖅᑎᒥᒃ ᐅᕙᓐᓂᒃ, ᐱᐅᒋᔭᕋ ᓴᓇᐅᒐᖅ, ᐊᒻᒪᓗ ᑐᓴᖅᑕᐅᕐᑯᔭᕋ.** ᓯᓚᑦᑐᖅᓴᕐᕕᔾᔭᐊᒥ ᐊᕐᒌᒍᓂᑦ, ᓴᓇᐅᒐᕋ ᕿᒪᒍᓇᓚᐅᖅᑕᕋ. ᑲᓚᐱᐊᒃᑯᑦ ᑎᑎᕋᖅᑕᖏᑦ ᑲᓚᐱᐊᒃᑯᑦ ᑎᑎᕋᖅᑕᖏᑦ, ᓰᕐᓗ Gabriel Garcia Marquez. ᑕᐃᒎᓯᑦᑎᓐᓂ ᒫᓐᓇ ᐱᕚᓪᓕᐊᑎᑦᑎᔪᑦ, ᑯᓇᔅ ᑕᐃᔪᓪᓴ, ᐱᑕᖃᖅᐳᖅ ᑲᓇᒻᐱᐊᓐᒥᑦ ᐃᓕᖅᑯᓯᑦᑎᓐᓂ.”

ᐋᓚᓐ ᒎᕐᓯᓐᕕᐅᓪᓪ:

“ᒫᓐᓇ ᐱᓕᕆᖃᑎᖃᖅᑐᒍᑦ ᒥᓯᓯᐱ ᑎᑕᒃᑎᐅᔪᓂᑦ ᑖᒃᑯᓈᓐᖓᑦ Choctaw-ᑯᓐᓂᑦ ᐊᓪᓚᓂᒃ ᐱᙳᐊᖃᑎᖃᖅᑲᒃᑎᒃ ᐱᙳᐊᕐᓂᕐᒥᒃ ᑕᐃᔭᐅᔪᒥᒃ ᐊᓇᐅᓕᒑᕐᓂᖅ, ᑖᓐᓇᓗ ᓄᑕᐅᙱᑏᖑᖃᑕᐅᓪᓗᓂ ᐊᒥᐊᓕᒐᐃᑦ ᐅᐊᖕᓇᖕᒐᓂ ᐱᙳᐊᕈᓯᕐᖏᓐᓂᒃ. ᑕᒪᓐᓇ ᐱᕙᓪᓕᐊᑎᓪᓗᑎᑐᑦ, ᑕᓪᓕᒪᖕᒐᓐᓂ ᐃᓕᓐᓂᐊᖅᑎᖃᑦᑐᑦ ᐊᒻᒪᓗ ᖁᑦᑎᓂᖅᓴᒥᒃ ᐃᓕᓐᓂᐊᖅᑎᓂᒃ ᐱᓕᕆᖃᑎᖃᑦᑎᐊᖅᓗᑎᒃ ᐱᕚᓪᓕᐊᑎᓪᑎᔾᑎᓐᓂᒃ.

“ᓴᓇᓚᐅᖅᓯᒪᑎᓪᓗᑕ ᑖᔅᓯᒥᖕᒐ ᑕᐃᔭᐅᔪᒥᑦ Never Alone−ᒥᑦ, ᐱᙳᐊᖃᑎᖃᓚᐅᙱᑦᑐᒍᑦ ᐊᓛᔅᑲᒥ ᓄᓇᖃᖅᑳᖅᓯᒪᔪᑦ ᓄᓇᓕᖕᒐᓂᑦ – ᐱᙳᐊᓕᐅᖃᑎᒋᓚᐅᖅᑕᕗᑦ. **ᐱᓕᕆᖃᑎᕗᑦ ᑕᐃᑲᓂ ᑕᐃᔭᐅᔪᑦ Cook Inlet Tribal-ᒥᑦ ᑲᑎᒪᔨᖏᑦ ᐃᓕᑦᑎᔪᒪᓪᓚᕆᓚᐅᖅᐳᑦ ᐱᙳᐊᕆᑎᓂᒃ ᐊᒻᒪ ᑲᑎᖅᓱᐃᓪᓗᑎᒃ ᐱᙳᐊᖅᑎᑦᑎᐊᕙᖕᓂᖅᓂᒃ ᐋᓃᖅᑲᒥ ᓄᓇᖅᑲᖅᓯᒪᔪᑦ ᑎᑎᕋᖅᑎᖏᓐᓂᒃ, ᐅᓂᒃᑳᖅᑐᐊᖅᑎᓂᒃ ᐊᒻᒪ ᓄᓇᓕᖕᓂᙱᖅᑐᓂᒃ.** ᐅᖃᖃᑎᖃᖅᑎᓪᓗᑕ [ᑭᒡᒐᖅᑐᐃᔨᓂᑦ ᐊᖏᔪᓂᑦ ᑮᓇᐅᔭᓕᐅᕆᓯᐊᕐᓂᕐᒧᑦ ᐱᙳᐊᕐᓂᕐᒥᑦ] ᐅᖃᓚᐅᖅᑐᑦ: ‘ᓴᖅᑮᔮᖅᑎᑦᑎᔪᒪᓇᔭᖅᐳᑦ ᐱᙳᐊᓪᓚᑦᑖᖅᑐᓂᒃ, ᐱᐅᑐᐊᖅᐸᑕ. ᐱᙳᐊᕐᓂᖅ [ᐊᔪᕐᓯᑉᐸᑕ] ᐊᔾᔨᒋᔪᓐᓃᖅᑎᑕᐅᓗᓂ ᓱᓕᔪᒥᑦ ᓂᐱᒥᑦ, ᑕᐅᑦᑐᖃᕐᓗᓂ ᐊᒻᒪ ᐅᓂᒃᑳᖅᑐᐊᓂᑦ ᐊᒻᒪ ᐱᖅᑯᓯᕐᒥᑦ. ᑭᓯᐊᓂ ᐊᓯᖏᓐᓃᑦᑕᓇᐊᖃᕐᒥᖕᒪᑕ ᐊᑦᑕᑎᖃᕐᑎᒃ ᐱᙳᐊᕐᓃᑦ ᓴᖅᑮᔮᖅᑎᑕᕗᑦ.’ E-Line Media-ᑯᑦ, ᒫᓐᓇ ᕿᒥᕐᕈᔪᒍᑦ genres-ᓂᒃ ᐊᒻᒪᓗ ᐊᑐᖅᑕᐅᖃᑦᑕᖅᑐᓂᒃ ᐱᓕᕆᐊᓇᑐᐃᓐᓇᕆᐊᖃᖅᑐᓂᒃ ᐊᔾᔨᙱᒋᑦᑐᓂᒃ ᐃᓕᖅᑯᓯᖃᑎᙱᒋᑦᑐᓂᒃ ᓴᓇᒃᑲᓂᕆᐊᖃᖅᑳᑦᑕᔫᖕᒋᓇᑦᑕ ᐱᙳᐊᕐᓂᕐᒥᒃ ᑕᐃᒪᙶᑕᒫᑦ.”



>ᕋᓐᑕ ᕿᒥᕈ

ᐊᐅᓚᑦᑎᔨᒪᕆᒃ ᕿᒥᕈ ᐱᙳᐊᕝᔭᐊᕐᓂᕐᒧᑦ. ᑖᓐᓇ BAFTA-ᒥ ᐱᓐᖑᐊᕐᓂᕐᒧᑦ ᑐᑭᒧᐊᖅᑎᑦᑎᔨᐅᔪᖅ ᐊᒻᒪᓗ ᑎᑎᖅᑐᒐᖅᑎᐅᓪᓗᓂ 50-ᓂᒃ ᐱᓐᖑᐊᖃᑦᑕᖅᓯᒪᓪᓗᓂ. ᑖᓐᓇᑕᐅᖅ ᑕᐃᔭᐅᔪᑦ Fulbright scholar−ᒥᑦ, activist−ᒥᑦ, ᑎᑎᕋᖅᑎᐅᓪᓗᓂ ᐊᒻᒪ ᓴᓇᙳᐊᖅᑎᐅᓪᓗᓂ.

“ᑲᔪᓯᑎᐊᙵᖑᔪᑦ ᐱᙳᐊᕐᓂᕐᒧᑦ ᐋᖅᑭᒃᓱᐃᓯᑦ ᖃᐅᔨᒪᔭᒃᑲ ᓇᑭᙶᖅᓯᒪᔪᑦ ᐅᐃᓇᓯᒪᔾᔪᑎᖃᕐᕝᕙᓗᓂ ᐊᕆᕐᕋᒥᖕᓂᑦ, ᐱᓗᐊᖅᑐᒥᒃ ᕿᓇᐅᔭᖅᑎᐊᙱᓐᓂᖅ, ᐃᒡᓗᐃᓪᓗ ᐃᓈᓐᓂᒃᑯᑦ ᐊᑦᑕᕐᓇᖅᑐᑦᑐᑦ. ᐃᓚᖕᒐᑦ ᖃᐅᔨᓚᐅᖅᑕᕋ ᐊᑐᖅᑕᐅᒐᔪᖅ ᐅᓄᖅᑐᓄᑦ ᓄᑦᑖᖃᓄᑦ ᑭᒐᖅᑐᖅᑕᐅᑎᐊᙱᑦᑐᓄᑦ−ᐃᓚᖅᑲᖅᓴᖅᑐᖅ ᔫᓐ ᐊᒻᒪ ᐅᕙᖓ−ᐊᓇᒍᓇᑎᐊᖅᑐᖅ. ᐅᒃᐱᕈᓱᓪᓚᕐᒃᑲᒪ ᐱᑕᖃᕐᓂᖓᓂᒃ ᐊᒃᓱᕈᕐᓇᖅᓯᒃᑲᐅᑎᒋᔪᒥᒃ ᑐᑭᓯᔾᔪᑕᐅᔪᓐᓇᖅᑐᒥᒃ, ᐊᒻᒪᓗ ᓴᓇᑐᓂᕐᒥᒃ, ᐊᒻᒪᓗ ᓴᖅᑮᔪᓐᓇᕐᓂᕐᒥᒃ ᖁᕕᐊᓇᖅᑐᓂᒃᑕᐅᖅ.

“ᒫᓐᓇᐅᔪᖅ, ᐱᐅᒋᔭᐅᓛᖑᔪᖅ ᐱᕚᓪᓕᐊᔪᓕᕆᔾᓄᑦ ᓄᓇᕐᔪᐊᕐᒥ ᐱᙳᐊᕐᓂᐅᕗᖅ. ᐅᖃᓕᒫᒐᐅᕐᒋᑦᑐᑦ, ᑕᓚᕖᓴᒃᑰᕐᒋᑦᑐᖅ. ᐃᓚᓯᒐᓗᐊᕈᕕᑦ ᑦᑎᓵᒃᓴᓂᒃ, ᓈᓚᐅᑎᓂᒃ ᐊᓯᕐᒋᓐᓂᒡᓗ ᐱᕚᓪᓕᐊᔪᓕᕆᔨᓂᒃ, ᓱᓕ ᓴᙱᓗᐊᙱᓕᖅ ᐱᙳᐊᕐᓂᖅ. ᑕᐃᒪᐃᒻᒪᑦ, ᓄᑕᖅᑲᑦ ᐃᓕᖅᑯᓯᖃᑎᒌᙱᑦᑐᑦ ᐊᑐᖅᑐᒻᒪᕆᐅᕗᑦ ᐊᒥᐊᓕᒃᑯᑦ ᐃᓱᒪᒋᔭᕐᙱᓂᑦ ᓴᓇᔭᐅᓯᒪᔪᓂᑦ ᐊᒥᐊᓕᑲᒥᐅᓂᑦ ᖃᑯᖅᑕᓂᑦ ᐊᖑᑎᓂᑦ. **ᑕᒪᓐᓇ ᐃᓄᐃᑦ ᐃᓕᖅᑯᓯᕐᖏᓐᓄᑦ ᑐᐊᕝᕆᓇᖅᑐᖅ. ᑭᓱᓂᒃ ᐅᓂᒃᑳᖅᑐᐊᓂᒃ ᐅᖃᐅᔾᔭᐅᔪᖃᖅᐸᓪᓕᐊᕙ?** ᖃᔅᓯ >ᓵᓐᑦ ᐱᙳᐊᕆᑎᑦ ᐱᙳᐊᖅᑕᐅᕙᑦ [ᓄᓇᖃᖅᑳᖅᓯᒪᔪᓄᑦ−ᓴᓇᔭᐅᔪᑦ] ᐃᓗᓕᕐᒋᑦ? ᖃᔅᓯ >ᓵᓐᑦ ᐱᙳᐊᕆᑎᑦ ᐱᙳᐊᖅᑕᐅᕙᑦ [ᓄᓇᖃᖅᑳᖅᓯᒪᔪᑦ−ᓴᓇᔭᐅᔪᓄᑦ] ᐃᓗᓕᕐᒋᑦ? ᐊᒻᒪᓗ ᑕᒪᓐᓇ ᐃᓕᖅᑯᓯᖅᑎᒍᑦ ᑐᐊᕝᕆᓇᖅᑐᖅ: ᓄᓇᖃᖅᑳᖅᓯᒪᔪᑦ ᓂᐱᕐᒋᑦ ᑕᐃᑯᙵᖅᑕᐅᓯᑦᑯᓗᑎᒋᑦ, ᐃᓄᐃᑦ ᐊᔾᔨᒌᙱᑦᑐᓂᑦ ᑕᖅᓴᖅᑯᑦᑯᓗᑎᒋᑦ, ᐊᕐᓇᐃᑦ ᑕᐃᑲᓃᖅᑯᓗᑎᒋᑦ. ᐱᕚᓪᓕᓇᐊᕈᒪᓪᓚᑕ ᐃᓄᖕᓄᑦ ᐅᓂᒃᑳᑦᑐᖅᓯᒪᓇᖅᑐᓄᑦ. ᐃᓯᒪᒃᓴᖅᓯᐅᕆᓇᖅᓯᓂᖅ, ᐊᔭᐅᖅᑐᐃᓂᖅ ᐅᓂᒃᑳᖅᓴᖅᓯᓂᒃ, ᐊᒻᒪ ᐃᓄᐃᑦ ᐱᔪᒃᓯᖅᐸᓪᓕᐊᓗᑎᒃ ᑕᒪᑐᒥᖕᒐ. ᓄᓇᖃᖅᑳᖅᓯᒪᔪᑦ ᐃᓯᒪᒃᓴᖅᓯᐅᕈᓐᓇᖅᑎᐊᖅᑐᑦ ᐃᓂᖃᖅᑎᐊᖅᑐᑦ. ᑲᓇᑕᒥ ᓄᓇᖃᖅᑳᖅᓯᒪᔪᑦ ᐅᓂᒃᑳᖅᑐᐊᖕᒋᑦ ᐅᕙᖁᓐᓈᓂᑦ ᑎᑎᖅᑲᖅᑐᖃᐃᑦ ᐋᖅᑭᒃᑕᐅᔪᓐᓇᖅᐳᑦ ᖃᐅᔨᒪᔭᐅᖅᑎᑦᑎᐊᖅᑐᒋᑦ ᓇᖕᒥᓂᕆᔭᐅᔪᓂᒃ. ᐊᕐᓕᓪᓕᕙᓪᓕᐊᑉᐸᑦ, ᖄᖅᑕᐅᑉᐸᑦ, ᐊᕐᕆᔪᖅ ᓇᖕᒥᓂᐅᔪᖅ ᓚᐃᓴᑖᖅᑎᑦᑎᔪᒪᓂᐊᖅᑐᖅ ᐃᓱᒪᑐᔪᓄᑦ ᐱᖁᑎᕆᔭᐅᔪᓄᑦ ᐊᒻᒪᓗ ᓴᖅᑮᔮᖅᑎᑎᒃᑲᓂᖅᑐᒍ. ᐊᕐᕆᔪᐊᔫᓕᕈᓐᓇᖅᑐᖅ.”

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ᐊᑐᑐᐃᓐᓇᓇᐊᖅᑲᖅᓂᖅ ᑕᖅᓇᔮᒃᓴᓂᒃ ᐱᙳᐊᕈᑎᓂᒃ ᐊᑯᓐᓂᖅᓱᖅᑐᒃᑯᑦ ᑐᓴᖅᑎᑦᑎᓂᐊᖅᑐᓂ ᐃᓕᖅᑯᓯᒃᑯᑦ ᓇᖕᒥᓂᖅᑑᓐᓃᑦ ᑭᓇᐅᓂᖅᒥᒃ ᐊᕐᕆᓂᖅᓴᐅᔪᖅ ᐱᓪᓗᒍ ᐱᔪᒪᓂᕐᒋᑦ. ᐃᓄᐃᑦ ᐊᖅᑮᒍᖅᑲᑎᒋᙱᑦᑐᑦ ᐊᑐᖅᑕᑦᑕᖅ>ᑦ ᐱᙳᐊᕈᑎᓂᒃ ᓄᓇᓯᐅᑎᐅᓪᓗᑎᒃ ᓇᖕᒥᓂᖅ ᑭᒡᒐᖅᑐᖅᑐᖅᑐᑦ, ᐊᒻᒪ ᐱᓕᕆᖃᑎᒌᒃᑲᓗᑎᒃ ᐅᕝᕙᓘᓐᓃᑦ ᐱᙳᐊᖅᑕᐅᓪᓗᑎᒃ. ᖃᐅᔨᒪᔨᑕᕗᑦ ᓇᓗᓇᐃᖅᓯᓯᒪᖕᒪᑕ, ᐱᙳᐊᕆᑦ ᐃᓚᐅᑎᑦᑎᔭᓇᕗᑦ ᐃᓕᓐᓂᐊᖅᑎᓂᒃ ᐊᔾᔨᒌᙱᑦᑐᓂᒃ ᐊᔪᖕᒋᓂᖅᑖᕆᔪᒃᑐᓂᒃ, ᐃᓅᓯᓪᓚᑦᑖᓂᒃ ᐱᓕᕆᔭᐅᖅᓯᓪᓗᑎᒃ, ᐊᒻᒪ ᐃᓗᑐᓂᖅᓴᓂᒃ ᐃᓕᓐᓂᐊᕈᑎᒃᓴᓂᒃ ᓴᖅᑭᑎᑦᑎᔭᐅᖅᓗᑎᒃ. ᐊᑐᖅᑕᐅᔭᐅᕐᒥᔪᑦ ᐅᐱᕐᖓᒃᑯᑦ ᐅᖃᐅᓯᐅᒃᑲᓂᕐᓂᐊᕐᓗᑎᒃ ᑐᑭᓯᕙᓪᓕᕈᑕᐅᓗᑎᒃ. ᐊᒻᒪ ᓱᓕ, ᐃᓚᐅᑎᑉᐸᒡᓗᑎᑦ ᒪᒃᑯᒃᑐᑦ ᐱᙳᐊᖅᑕᐅᑎᓪᓗᑎᑦ ᖃᐅᔨᑎᑦᑎᓲᖑᕙᑦ ᖃᓇᓴᐅᔭᒃᑯᑦ ᐱᓕᕆᔾᔪᑎᓂᒃ ᐊᒻᒪ ᐋᖅᑭᒃᓯᒪᓂᒃᓴᖕᒋᓐᓂᒃ, ᓴᖅᑭᑕᕐᒋᓪᓗ ᑕᕐᕿᖃᓕᖅᓗᑎᒃ 21-ᒋᔭᐅᓪᓗᑎᒃ ᐊᔪᙱᑕᐅᓕᖅᐸᒃᓗᑎᒃ. ᐃᓱᒪᒋᓪᓗᒋᑦ ᐊᒃᓱᕈᖅᑐᑦ ᐊᒻᒪ ᐊᕿᑦᑐᑦ ᐊᔪᖅᑕᐅᙱᑦᑐᑦ ᐃᑲᔪᖅᓱᖅᑕᐅᔪᓐᓇᖅᑐᑦ ᐱᙳᐊᕆᑎᓄᑦ, ᐃᓚᓕᐅᑎᓗᒋᑦ ᑕᐃᒪᐃᑦᑐᑦ ᑐᓴᐅᒪᔪᓕᕐᔪᑎᑦ ᐋᖅᑭᒃᑕᐅᓯᒪᔪᑦ ᐃᓕᓐᓂᐊᖅᑕᐅᔪᒃᓴᓄᑦ ᐱᒻᒪᕆᐅᓕᖅᓯᒪᕗᑦ ᐃᓕᓐᓂᐊᖅᑎᑦᑎᔾᔪᑎᓄᑦ ᐃᑲᔫᑎᒃᓴᐅᓪᓗᑎᒃ ᐃᓕᓴᐃᔨᓄᑦ ᐱᓕᕆᔾᔪᑎᓄᑦ. &

ᓇᓗᓇᐃᒃᑯᑕᓕᕆᓂᖅ ᐱᓕᕆᐊᒃᓴᓄᓪᓗ

ᖃᕆᓴᐅᔭᐃᑦ ᐊᒻᒪ ᐃᓅᖃᑎᒋᑦ

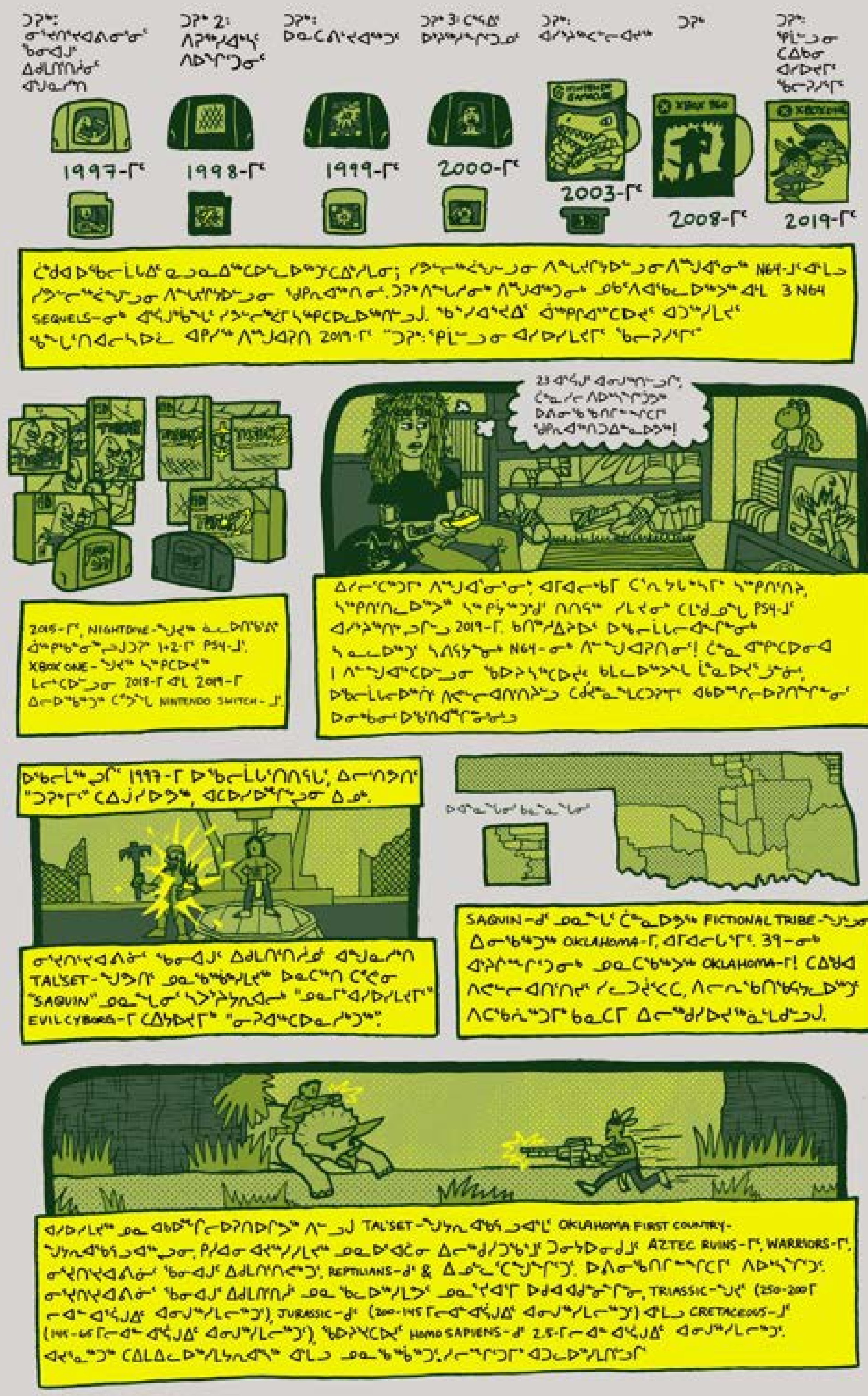
ᓴᓇᔨᒪᓂᖓ

› ᐃᓱᒪᒋᔭᐅᓂᖓ ᓴᓇᓐᖑᐊᖅᓂᐅᑉ ᑕᑯᕗᓂ Never Alone−ᒥᑦ. ᐊᑐᕈᑎ: neveralonegame.com

ᖃᑖᓐᓇ ᐱᓕᕆᐊᕆᑎᑦᑐᑎᒍᑦ Never Alone–ᖑᐊᖅ, ᐱᓐᖑᐊᕈᑎᓕᐅᓚᐅᓐᖏᓚᒍᑦ ᑖᔅᓱᒥᖓ ᐋᓛᔅᑲ ᐃᓄᖏᓐᓂᑦ ᓄᓇᓕᐊᓂᑦ – ᐱᓐᖑᐊᕈᑎᓕᐅᖃᑎᒋᓚᐅᖅᐸᕗᑦ"

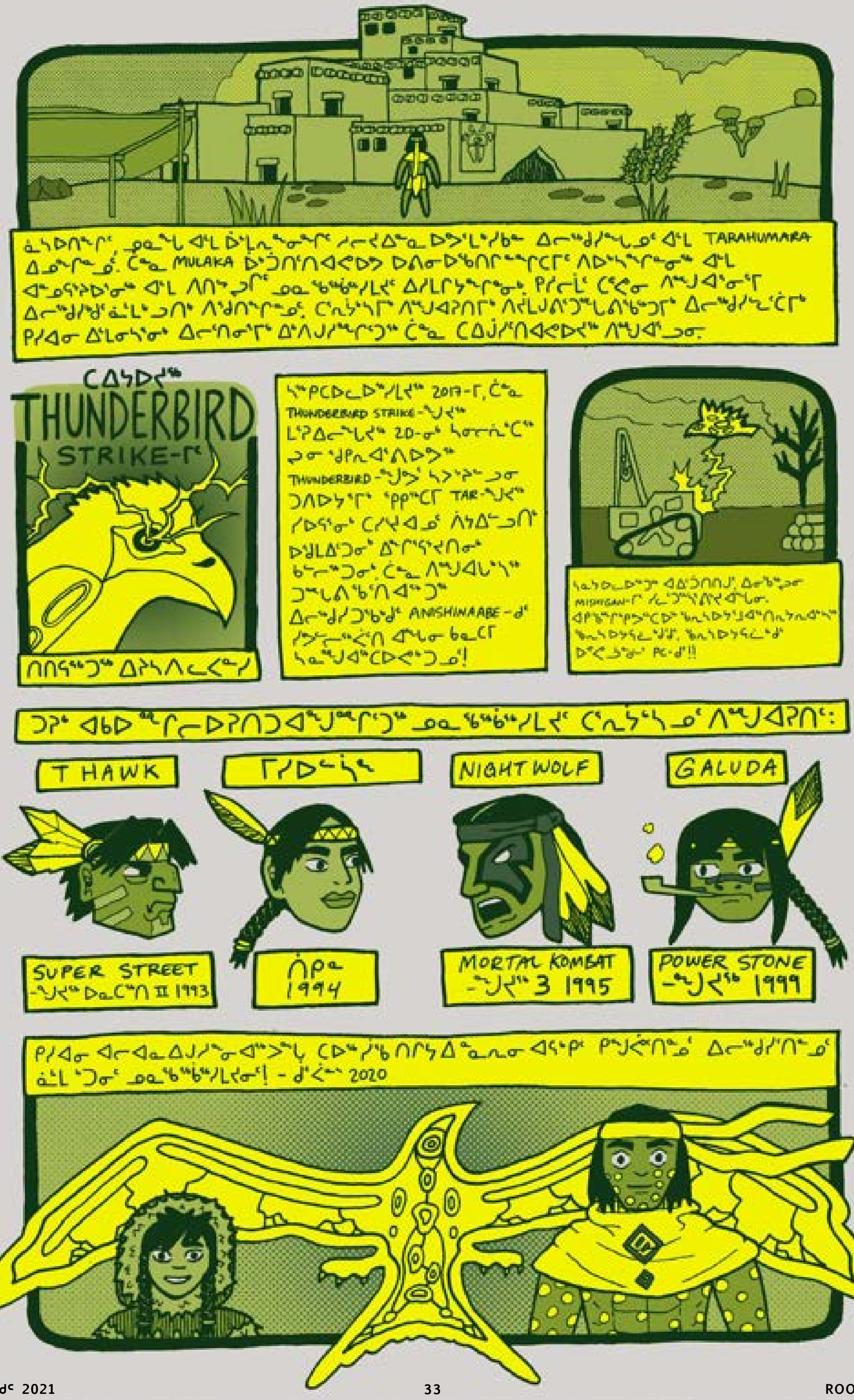
– ᐋᓚᓐ ᒎᓴᓐᕚᐅᑦᑦ

“ᐅᕙᑦᑎᑐᑦ”



1997-ᒥᑦ
1998-ᒥᑦ
1999-ᒥᑦ
2000-ᒥᑦ
2003-ᒥᑦ
2008-ᒥᑦ
2019-ᒥᑦ

NEVER ALONE
KISIMA INNITCHUNA
MULAKA


TARAHUMARA
MULAKA
THUNDERBIRD
STRIKE
2017
THUNDERBIRD STRIKE
THUNDERBIRD
ANISHINAABE
T HAWK
NIGHT WOLF
GALUDA
SUPER STREET
II 1993
1994
MORTAL KOMBAT
3 1995
POWER STONE
1999
2020

ᑲᔪᓘᓐᓇᕈᓐᓇᕐᓂᕐᒧᑦ ᑭᐸᓖᕆᒃᓯᓯᒪᔪᖅ

New Brunswick-ᒥᑦ ᐃᓕᓐᓂᐊᖅᑎᑦᑎᔮᑦ ᐊᑐᖅᓱᑎᒃ Minecraft-ᖑᔫᕐ STEAM Power-ᔪᒥᑦ

ᑎᑎᕋᖅᑐᖅ ᓯᐅᕋᑦ ᐊᔅᑎᐊᒃ

ᑕᒪᐃᓐᓂ ᖃᓂᑦᑐᒥ ᐅᖓᓯᒃᑐᒥᓪᓗ 17-ᓂᒃ quaint-ᓂᒃ ᓄᓇᓕᕐᓛᓂᒃ ᐃᓱᒪᑦᑎᐊᕐᓇᖅᑐᓂᒃ ᐊᒻᒪ ᐃᓱᒪᑐᔫᓪᓗᑎᒃ, ᐃᒃᐱᒍᓱᒃᓱᑎᒃ ᐃᓄᖕᓂᒃ. ᐅᓄᖅᑐᑦ ᐊᖏᕐᕋᕆᔭᐅᔪᑦ ᑖᒪᓂ ᐆᒻᒪᖅᑯᓯᐅᖅᑕᐅᕚᒃᐳᑦ ᐊᓄᕆᒃᑯᑦ, ᓯᕐᑭᓂᕐᒥᑦ, ᐆᓇᖅᑐᒥᑦ ᐊᒻᒪᓗ ᐊᓯᖏᓐᓂᑦ ᑲᔪᓘᓐᓇᕈᓐᓇᖅᑐᓂᑦ. ᐊᑕᐅᓯᖅ ᐱᕈᖅᑐᕐᑲᑦᑎᐊᖅᑐᖅ ᐱᕈᖅᓯᐊᕐᑲᕐᓱᓂ ᐱᖁᕐᑲᕐᑯᓪᓗᒍ ᐃᒍᑦᑕᐃᑦ; ᐊᓯᐊ, ᐱᕈᖅᓲᕝᕕᒃ ᐊᐅᓚᑕᐅᓪᓗᓂ ᐃᓄᓪᓚᑦᑖᖑᕆᑦᑐᓄᑦ. ᒐᕙᒪᒃᑯᓐᓂ-ᐃᑲᔫᑎᑕᕐᑲᖅᐳᖅ ᓂᐅᕕᕐᕕᖏᑦ ᓂᐅᕕᐊᒃᓴᕐᑲᓲᓂᑦ ᐊᑭᑐᓗᐊᙱᑦᑐᓂᑦ ᓂᕐᑭᓂᑦ ᐱᕐᑯᑎᓂᓪᓗ, ᐋᓐᓂᐊᕕᓪᓗ ᐃᓚᐃᓐᓇᖅᓯᐅᓚᐅᖅᓯᒪᙱᑦᑐᒥᑦ ᐊᔪᖅᓴᖅᑐᓄᑦ ᐅᕙᓘᓐᓃᑦ ᐱᓗᐊᖅᑎᑕᐅᙱᑦᑐᓄᑦ. ᐃᑦᑕᒃᓴᑦ ᓂᐊᕐᑯᕐᒥᓄᑦ ᓄᖅᑲᖓᓚᐅᑲᒍᓐᓇᖅᐳᑦ ᓄᓇᓕᖕᓂ ᐊᖏᕐᕋᕋᓛᖑᔪᓂᑦ. ᓄᓇᖓ ᓯᒥᒃᓯᒪᑐᐃᓐᓇᕆᐊᓕᒃ ᐊᒻᒪ ᓴᓇᓯᒪᓂᖓ ᓱᕋᒃᓴᕋᐃᕐᓱᓂ, ᑭᓯᐊᓂ ᐃᓄᐃᑦ ᐃᒃᐱᒍᓱᖅᑲᑦᑕᐅᑎᑦᑎᐊᖅᑐᑦ ᐊᒻᒪ ᓄᓇᕐᔪᐊᖅ.

ᑖᓐᓇ ᐅᖓᓯᖅᑰᔨᔪᖅ, ᓃᕐᑲᐃᒻᒪ ᐃᓄᐃᑦ ᐊᓯᔾᔨᖅᐸᓪᓚᐊᓂᖏᑦ ᓱᒃᑲᐃᑦᑑᔪᓐᓇᕐᒪᑕ ᐊᒻᒪ ᑲᖏᓐᓇᕈᓐᓇᖅᐳᑎᒃ. ᑭᓯᐊᓂ ᖃᓂᑦᑑᕗᖅ. ᓴᖅᑮᔭᖅᑐᖅ ᖃᕆᓴᐅᔭᒃᑯᑦ ᐱᓪᒍᐊᕈᑎᓂᒃ, ᐊᒻᒪᓗ ᖃᓂᑦᑑᓪᓗᓂ ᐆᒻᒪᑎᖏᓐᓄᑦ ᓴᓇᕐᒍᐊᖅᑎᓄᑦ-ᒪᒃᑯᒃᑐᑦ ᖃᓄᑐᐃᓐᓇᖅ ᐅᑭᐅᖅᑲᖅᑐᑦ ᓄᓇᕐᔪᐊᕐᒥ ᑲᑎᓯᒪᔪᑦ ᐸᕐᓇᐃᓪᓗᑎᒃ, ᐋᖅᑭᒃᓱᐃᓪᓗᑎᒃ ᐊᒻᒪᓗ ᓴᓇᓪᓗᑎᒃ ᐱᐅᓂᖅᓴᒥᒃ ᓄᓇᕐᔪᐊᕐᒧᑦ ᕿᑦᑎᓛᒥᒃ 3D-ᓂᒃ ᓄᓇᕐᔪᐊᕐᒥ-ᐱᕈᖅᓴᐃᓂᕐᒧᑦ ᑕᕐᓇᔫᒃᓴᓂᒃ, *Mincraft*–ᒥᑦ ᓴᓇᐅᑲᕐᓂᒃ. ᑕᐃᔭᐅᔪᖅ SDG Shuffle Village–ᒥᑦ, ᐊᒻᒪᓗ ᖃᕋᓴᖅ ᓄᑕᕋᐅᓪᓗᓂ ᐃᓕᓴᐃᔾᒪᕆᐅᓪᓗᓂ ᓄᓇᓕᕐᔪᐊᖑᓂᖅᓴᓂᑦ NewBrunswick-ᒥᑦ, ᑲᑐᔾᔨᕐᑲᑎᕐᑲᖅᑐᓂ ᓯᕗᒻᒧᑦ ᐃᓱᒪᓂᕐᒥᑦ ᐃᓕᓴᐃᔨᓂᑦ ᓄᓇᕐᔪᐊᓕᒫᒥᑦ, ᐱᔪᓐᓇᑎᑦᑎᔪᖅ Hᐊᓐᓇᓚᖕᓂᓐᓃᑦᑐᓂᑦ ᐃᓕᓐᓂᐊᖅᑎᓂᑦ ᓴᖅᑹᓂᕐᒥᑦ ᖃᐅᔨᓴᓂᕐᒥᑦ, ᓄᑖᖑᖅᐸᓪᓚᐊᔪᓂᑦ, ᓴᓇᔪᓕᕆᓂᕐᒥᑦ, ᓴᓇᖑᐊᓂᕐᒥᑦ ᐊᒻᒪᓗ ᓈᓴᐅᓯᕆᓂᕐᒥᑦ (STEAM) ᐋᖅᑭᒋᐊᕈᑎᓂᑦ ᐋᖅᑹᓂᕐᒥᑦ ᐃᓄᓐᓄᑦ ᐊᑲᐅᖕᒋᓕᐅᕈᑎᐅᔪᓂᑦ.

“*Minecraft*–ᖑᔪᖅ ᐱᓐᖑᐊᕈᑎ ᓇᖕᒥᓂᖅ ᐃᓕᖅᑯᓯᕆᖕᒪᒍ ᒫᓐᓇᐅᔪᖅ, ᐅᔭᖃᖕᓂᐊᕐᓂᑐᐃᓐᓇᐅᙱᕐᔪᓂ ᐅᔭᖅᑲᓂᒃ ᑎᓯᓂᖅᐹᓂᒃ ᐅᕝᕙᓃᓐᓂᑦ ᑐᕐᑯᖃᐃᓂᕐᒥᒃ ᐃᓅᖏᑦᑐᓂᑦ,” ᐅᕐᑲᖅᑐᖅ ᐱᔾᔭᒥᓐ ᑭᐊᓕ, ᑐᓐᓂᖅᑯᓯᐊᖅᓯᒪᔪᖅ ᐃᓕᓴᐃᔨ ᒥᑭᑦᑐᒥ ᑕᐃᑲᓂ NewBrunswick–ᒥᑦ, ᐊᒻᒪ ᓄᓇᕐᔪᐊᕐᒥ ᐅᔭᖃᖕᓂᐊᕐᕕᖕᒥ ᓴᓇᐅᑲᕐᓂᒃ ᑲᔪᖕᒋᖅᓴᐃᔨ Global Minecraft Mentor. “ᐃᓕᓐᓂᐊᖅᑎᒋᑦ ᐊᑐᕈᓐᓇᖅᑎᑦᑐᓐᓇᖅᑕᒋᑦ ᓵᕆᓂᖅᓴᒃᑯᑦ ᐃᓕᓐᓂᐊᕐᓂᕐᒧᑦ ᐅᔾᔨᕈᓱᒃᑎᑦᑎᓂᕐᓂᑦ ᐊᑲᐅᙱᓪᓕᐅᕈᑎᓂᑦ ᐋᖅᑭᒃᓯᓂᕐᒥᓪᓗ ᓴᓇᑐᓂᕐᒥᑦ.”

SDG Shuffle Village–ᑯᑦ ᓴᖅᑭᓐᓇᔭᖅᑐᖅ ᑭᐊᓕᐅᑉ ᐱᔪᒃᓯᑦᑎᐊᕐᓂᖓᓄᑦ ᐊᒻᒪ ᐱᔪᒥᓇᑦᑎᐊᖅᑐᓄᑦ ᐃᓕᓐᓂᐊᕐᓂᓕᓇᓂᕐᒧᑦ ᐱᓕᓇᐊᖑᕙᓪᓕᐊᔭᒪᔭᓄᑦ: ᑲᔪᓰᓐᓇᕈᓐᓇᕐᓂᕐᒧᑦ Sustainability Shuffle. ᐅᓄᖅᑑᓕᖓᔪᓂᑦ, ᐅᓄᖅᑑᓕᖓᔪᓂᑦ–ᐃᓕᓐᓂᐊᕐᕕᖕᒥᑦ ᐃᓕᓐᓂᐊᒐᒃᓴᑦ ᑕᓪᓕᒪᐃᓕᖓᔪᑦ, ᑖᒃᑯᐊ ᐊᓯᔾᔨᖅᑕᖅᑐᑦ ᐃᓚᕐᑲᖅᑐᑦ ᐃᓕᓴᐃᔨᓂᑦ ᐃᓚᐅᑎᑦᑎᓂᕐᓂᑦ ᐃᓕᓐᓂᐊᕐᑎᖕᒋᓐᓂᑦ, ᐃᓕᓐᓂᐊᓕᕴᖅᑐᓂᑦ ᓯᓚᕆᑐᖅᓴᕐᕕᖑᑦ, ᐱᓕᓇᐊᕐᑲᖅᑰᑎᒃ 17–ᓂᑦ ᓄᓇᕐᔪᐊᒥᑦ ᐱᕙᓪᓕᐊᓂᖑᑦ ᑎᑭᑕᐅᓇᓱᒃᑐᓂᑦ 17 United Nations sustainable development goals (SDGs). ᐊᑐᓕᖅᑎᑕᐅᓪᓗᓂ ᓯᓚᕐᔪᐊᕐᒥᐅᑦ ᑲᑐᔾᔨᕐᑲᑎᒋᒃᑯᓕᒫᖕᒋᓐᓄᑦ 2015-ᒥ, ᑐᕌᓚᕆᓚᔭᐅᔪᑦ ᓄᓇᕐᔪᐊᓕᒫᒥ ᐱᓕᕆᐊᖑᕐᑯᔭᐅᕗᑦ ᐊᒻᒪᓗ ᑎᑎᕋᐅᔭᖅᓯᒪᔪᖅ ᓄᖅᑲᖅᑎᑦᑎᓂᕐᒧᑦ ᐊᔪᖅᓴᓗᐊᕐᓂᕐᒥᒃ, ᑳᖕᓂᕐᒥᒃ, ᐊᔾᔨᒌᒃᑎᑦᑎᙱᖕᓂᕐᒥᒃ, ᐊᑭᕋᖅᑐᕐᓂᕐᒥᒃ ᐊᒻᒪ ᓄᓇᕐᔪᐊᑉ ᐅᖅᑰᓯᕙᓪᓕᐊᓂᖓᓂᒃ 2030-ᒧᑦ ᑎᑭᓪᓗᒎ. ᑭᐊᓕ ᐱᒋᐊᖅᑎᑦᑎᓚᐅᖅᑐᖅ 2017–ᒥᑦ ᑭᐅᓇᓱᐊᖅᓱᓂ ᓄᓇᕐᔪᐊᒥᑦ ᐊᖏᓛᒥᑦ ᐃᓕᓐᓂᐊᒐᒃᓴᒥᑦ 17 United Nations sustainable development goals (SDGs), ᓴᖅᑮᔭᖅᑎᑦᑎᓂᖅ ᓄᓇᕐᔪᐊᒥᑦ ᑲᑐᔾᔨᖅᑎᖅᑯᖑᔪᑦ ᓴᖅᑭᑦᑎᓚᐅᖅᐸᑦ ᑕᕝᕙᓂᑦᑕᐃᓐᓇᖅ ᐊᕐᕌᒍᒥᑦ ᑲᔪᖕᒋᖅᓴᐃᔪᒪᓪᓗᑎᒃ ᐃᓕᓴᐃᔨᓂᑦ ᐃᓚᐅᕐᑯᓪᓗᒋᑦ SDG–ᑯᑦ ᐃᓕᓐᓂᐊᕐᓂᖕᒋᓐᓂᑦ.

ᑭᐊᓕᐅᑉ ᑕᐅᑐᙳᐊᖅᑕᖓ Shuffle–ᒧᑦ ᑲᑐᔾᔨᕐᑲᑎᕈᑕᐅᓪᓗᓂ ᓄᓇᕐᔪᐊᕐᒥ ᓴᓇᔭᐅᓚᐅᖅᐳᖅ, ᐃᓕᓐᓂᐊᕐᕖᐊᕈᓯᑦ ᓴᖅᑭᑦᑎᓇᔭᖅᓱᑎᒃ 17–ᓂᒃ ᓄᓇᓕᖅᑳᓂᒃ ᑭᒡᒐᖅᑐᐃᔪᓂᒃ ᑕᒪᐃᓐᓂᒃ ᐃᓚᐅᔪᓂᒃ ᓄᓇᓕᒡᔪᐊᓂᒃ ᐊᒻᒪ ᑲᒪᒋᔭᖅᑲᖅᓗᐊᑕᖅᑐᖅ ᐊᑕᐅᓯᕐᒥᒃ ᓇᓄᓇᐃᖅᑕᐅᕙᓪᓕᐊᕗᑦ SDG–ᒥᒃ. ᐊᐅᓚᑦᑎᔨᐅᑉᓗᓂ, ᑭᐊᓕ ᐱᒋᐊᖅᑎᑦᑎᓚᐅᖅᐹᖅ ᐊᑕᐅᓯᕐᒥᒃ ᐊᒥᖅᑳᕈᑎᒥᒃ *Minecraft*–ᒥᑦ ᓴᓇᐅᒃᑲᓂᒃ ᑕᒪᐃᓐᓄᑦ ᐱᓕᕆᔪᓐᓇᕐᓯᒪᓂᖏᓐᓄᑦ, ᓴᖅᑭᑦᑎᓪᓗᑎᒃ ᐃᑲᔪᑎᒃᓴᓂᒃ ᐃᓕᓴᐃᔾᔪᓂᒃ, ᐊᓯᔾᔨᖅᑕᐅᑲᐅᑎᕆᕝᕕᒃᓴᓐᓂ ᓚᕿᒃ ᐊᓂᒎᕚᓚᑕ. ᐊᑕᐅᓯᖅ ᖃᓪᓗᓈᖅᑕᖅ, ᐃᓕᓐᓂᐊᖅᑏᑦ ᑲᓇᑕᒥ ᐃᓵᓇᐅᓪᓗᑦ ᐃᓐᑎᐊᒧᑦ ᐊᐃᓇᓚᓐᒧᑦ ᐊᒻᒪ 13 ᐊᓯᖏᑦ ᓄᓇᓕᖅᔪᐊᑦ ᓴᓇᓚᐅᖅᑐᑦ ᖁᖅᓱᖅᑎᒥᑦ 3D ᓄᓇᕐᔪᐊᕐᒥᑦ ᑲᔪᓯᑎᑎᓚᐅᖅᑐᖅ ᑭᐊᓕᐅᑉ ᑕᐅᑐᙳᐊᖅᑕᖓᓂᑦ “STEMPathy–ᒥᑦ”: ᐃᓕᑦᑎᓂᖅ ᐃᓚᐅᑎᑦᑎᓪᓗᓂ ᓂᐊᖁᕐᒥᑦ ᐆᒻᒪᑎᒥᒎ.

“ᑲᔪᓯᓐᓇᕈᓐᓇᕐᓂᕐᒧᑦ ᓵᕗᑦ ᐅᕙᓐᓂᓛᓚᐅᖅᑐᖅ ᐃᓱᒪᒃᓴᖅᓯᐅᕈᑎᒋᓪᓗᒋᑦ ᑭᓱᑦ ᓄᓇᕐᔪᐊᕐᒥ ᐅᖅᑲᐅᓯᐅᓇᔭᕐᒪᖕᒫᑦ ᑭᒃᑯᓕᒫᓄᑦ ᑲᒪᒋᔭᐅᓇᔭᕐᒪᖕᒫᑦ–SDGs–ᑯᑦ ᐅᕙᑦᑎᓐᓄᑦ ᐅᖅᑲᐅᓯᐅᕗᑦ ᑲᑎᙵᓗᔪᐃᓐᓇᐅᑦᑐᑎᒃ. ᓈᒻᒪᒃᑑᖕᒪᑕ ᐃᓕᓴᐃᓂᕐᒧᑦ ᑕᒪᐃᓐᓂᒃ STEM–ᒥᒃ ᐃᒃᐱᒋᔭᕐᑲᑦᑎᐊᕐᓂᕐᒥᒡᓗ, ᐃᒪᐃᓐᓂᖓᓄᑦ, ᐋᖅᑭᒃᓯᒪᓕᖅᑎᑦᑎᕙᓪᓕᐊᓂᕐᓄᑦ ᐊᑐᖅᑕᐅᑦᑎᐊᕈᓐᓇᖅᑐᓂᒃ ᐊᑲᐅᙱᓕᕈᑎᒋᔭᐅᔪᓂᒃ ᐅᕙᑦᑎᓐᓄᓕᒫᖅ, ᐃᓚᖕᓄᑐᐊᖑᙱᑦᑐᖅ,” ᑕᐃᒪᓐᓇ ᑭᐊᓕ ᐅᕐᑲᖅᓱᓂ.

ᑭᐊᓕ ᐃᓕᓐᓂᐊᖅᑎᑦᑎᔪᖅ Caledonia–ᒥᑦ ᐊᕕᒃᓯᒪᓂᕐᒥ ᖁᑦᑎᖕᓂᖅᓴᒥ ᐃᓕᓐᓂᐊᕐᕕᖕᒥ, ᐱᔨᑦᑎᕋᓃᖅ 247-ᓂᒃ ᐃᓕᓐᓂᐊᖅᑎᓂᒃ ᖁᑦᑎᖕᓂᓕᖕᓄᑦ 6-ᒥ 12-ᒧᑦ. Caledonia ᐃᓕᓐᓂᐊᕐᕕᒃᑑᓪᓗᓂ ᑕᐃᑲᓂ Hillsborough–ᒥ, 13 ᑭᐸᐸᓐᑲᒃᑐᑦ–ᑭᓗᒦᑕᓯ–ᓂᒃ ᐅᖓᓯᖕᓂᓕᒃ ᓄᓇᓕᕋᓛᖅ Petitcodiac River–ᒥ, ᑲᓇᖕᓇᖕᖠᖕᒐᓃᕐᔪᓂ ᕿᓇᐅᔭᒧᑦ. Hillsborough–ᑯᑦ 1,300–ᐸᓗᖕᓂ ᐃᓄᒃᑲᖅᐸᑦ, ᑭᐱᙱᐃᔭᖅᑎᑦᑎᒐᔫᒃᐸᑦ ᓯᓚᒥ–ᐊᖑᓇᓱᖕᓂᕐᒥᒃ, ᐃᖃᓗᒐᓱᖕᓂᕐᒥᒃ ᐊᒻᒪ ᑭᐱᙱᐃᔭᕝᕕᐅᓃᓂᒃ. ᓄᓇᓕᕋᓛᖅ ᖃᐅᐱᒪᔭᐅᔪᖅ ᐃᕐᓂᓱᒃᓰᓂᕐᒧᑦ ᐊᑖᑕᒋᔭᐅᓪᓗᓂ–ᑕᑯᔭᒐᖃᕝᕙᒃ ᐃᖅᑲᐅᒪᔪᖅ ᐅᐃᓕᐊᒻ Hᐊᓄᓇ ᓯᑖᕝᓯ–ᐊᒻᒪᓗᑦᑕᐅᖅ ᓄᓇᓕᖕᓂ ᐊᕕᒃᑐᖅᓯᒪᓂᐅᔪᓂᑦ ᕿᑎᐊᓃᕐᔪᓂ gypsum–ᖑᔪᒥᑦ ᐅᔭᖃᖕᓂᐊᕐᕕᖕᒥᑦ 1900–ᖏᓐᓂ.

ᐊᓯᖏᑎᑐᑦ ᐃᓕᓐᓂᐊᕐᕖᑦ ᐅᖓᓯᒃᑐᓂᑦ ᐅᖓᓯᒃᑐᓂᓗᓐᓃᑦ ᐊᕕᒃᑐᖅᓯᒪᔪᓂᑦ ᐃᓄᑭᔪᖅᐳᑎᒃ, Caledonia-ᑯᑦ ᓯᐊᒻᒪᒃᑎᙵᓚᐅᙱᑦᑐᖅ ᐊᑐᒐᒃᓴᓂᑦ ᖃᓇᓴᐅᔭᓄᑦ ᖃᓇᓴᐅᔭᓄᓪᓗ ᐊᑐᕐᑕᐅᔪᓐᓇᕐᑯᓪᓗᒋᑦ *Minecraft*–ᖑᔪᑦ ᓴᓇᐅᒐᑦ ᐃᓕᓐᓂᐊᕐᑎᑦᑎᓂᕐᓂᑦ. ᑭᓯᐊᓂ ᓄᖅᑲᖓᑎᑦᑎᓚᐅᙱᑦᑐᖅ ᑭᐊᓕᒥᑦ, technophile-ᒥᑦ-8-ᓂ ᐊᕐᕌᒍᓕᒃ ᑲᑎᙵᔪᖅ ᐃᓚᖏᑕ 64-ᓂ - ᑐᑭᓯᐅᒪᑦᑎᐊᖅᑐᖅ ᐱᒻᒪᕆᐅᓂᖓᓂᑦ ᐊᑐᕐᓂᕐᒥᑦ ᖃᓇᓴᐅᔭᒃᑯᑦ ᐱᓕᕆᔾᔪᑎᓂᑦ ᐱᓕᕆᐊᓂᓪᓗ ᐃᓕᓐᓂᐊᕐᓂᕐᒥᑦ ᑐᑭᖃᖅᑎᐊᖅᑐᓂᑦ ᖁᕝᕙᐊᓇᕐᓂᕐᒥᒡᓗ. 2015-ᒥ, ᐅᔾᔨᕈᓯᓕᓚᐅᖅᑐᖅ ᐱᕈᖅᐸᓪᓕᐊᔪᒥᒃ ᓂᔾᔭᐅᑎᒥᒃ ᐱᙱᐊᕐᓂᕐᒥᒃ ᐃᓕᓐᓂᐊᖅᑎᖏᓐᓄᑦ ᐊᒻᒪᓗᑦᑕᐅᖅ 6-ᓂᒃ ᐅᑭᐅᓕᒃ ᐃᕐᓂᖓ, ᐆᒃᑐᓕᕐᓱᓂᐅᒡᓗ. ᑭᖑᓂᑦᑎᐊᖓᒍᑦ, ᐋᖅᑭᒃᓯᔪᓕᓚᐅᖅᑐᖅ ᑕᕐᓇᔫᒃᓴᒥᒃ ᑕᓚᕖᓴᒃᑰᕈᑕᐅᓂᐊᖅᑐᒥᒃ ᑕᑯᒃᓴᐅᑎᑦᑎᓂᕐᒧᑦ

ᐊᓂᒍᐃᓯᒪᔪᒥᒃ ᐃᓚᓕᐅᔾᔨᔪᒥᒃ STEM–ᒧᑦ ᐱᒡᒍᓴᐅᑎᓂᒃ. 2017–ᒥ, ᐃᓕᓐᓂᐊᖅᑎᒥᓂᒃ ᐊᐅᓚᑦᑎᓚᐅᖅᐳᖅ ᓴᖅᑭᑦᑎᑦᑐᓂ Battle of Vimy Ridge tribute ᐅᐱᒋᔭᐅᑦᑐᓂ ᓇᓗᓇᐃᖅᓯᕐᑯᑦᑐᒍ 1000–ᖏᓐᓂ ᑲᓇᑕᒥ ᖁᕙᐊᓲᑎᖃᖅᑎᑦᑐᒋᑦ ᑭᓯᐊᓂ ᐊᑭᑐᔪᐊᓘᑦᑐᓂ ᐅᓇᑕᖅᑐᒃᓴᑦ ᐅᓇᑕᕙᒡᔪᐊᖅᑎᑦᑐᒋᑦ ᓯᕗᓪᓕᖅᐹᒥ ᐅᓇᑕᕙᒡᔪᐊᖅᑎᑦᑐᒋᑦ “*Minecraft*–ᒥᑦ, ᐅᔾᕙᓘᓐᓃᑦ ᑕᕝᕙᓂ *Minecraft*-ᑯᑦ ᐃᓕᓐᓂᐊᖅᑎᑦᑎᖃᑦᑕᙱᑦᑐᖓ, ᐃᓕᓐᓂᐊᖅᑎᑦᑎᖃᑦᑕᖅᑐᖓ, ᐃᓕᓐᓂᐊᖅᑎᑦᑐ ᑕᑯᒃᓴᐅᑎᑦᑎᑎᕐᓱᕆᑦ ᑐᑭᓯᐅᒪᓂᕐᒥᓂᒃ ᐅᔭᕋᓐᓂᐊᕐᕕᖕᒥ ᓴᓇᐅᒐᕐᓂᒃ,” ᐅᖃᖅᓱᓂ. ᑭᐊᓕ ᐅᒃᐱᕈᓯᑦᑎᐊᓚᐅᖅᑐᖅ ᐱᙳᐊᕐᓂᐅᑉ ᐃᓕᓐᓂᐊᕈᑎᖓᑕ ᐊᑭᖓᓂᒃ,ᐊᒻᒪ ᕿᓇᐅᔭᓂᒃ ᐱᕈᖅᑎᑦᑎᔪᒪᓕᓚᐅᖅᑐᖅ iPads-ᓂᒃ ᓂᐅᕕᒃᑲᓐᓂᕈᒪᓪᓗᓂ ᐃᓕᓐᓂᐊᕐᕕᖓᓄᑦ.ᐊᕐᖄᒌᒃ ᒪᕐᕉᒃ ᐊᓂᒍᖅᑐᓂᒃ,$200,000–ᐸᓗᖓᓂ ᕿᓇᐅᔭᓕᐅᖃᑦᑕᖅᓯᒪᕗᑦ ᖃᔅᓯᑲᓪᓚᒃᑎᒍᑦ ᐃᓕᓐᓂᐊᕐᓂᓕᕆᓂᕐᒧᑦ ᑐᓐᓂᖅᑯᑕᐅᑐᐃᓐᓇᖅᐸᒃᑐᓂᒃ ᑲᑐᔾᔨᖃᑎᒌᓂᑦ ᓱᕐᓗ ᓄᓇᕐᔪᐊᕐᒥ ᓂᕐᔪᑎᓕᕆᓂᕐᒧᑦ ᕿᓇᐅᔭᕐᑯᑎᒋᔭᐅᔪᓂᒃ ᑯᐊᐳᓈᓴᓂᒡᓗ ᓱᕐᓗ Staples–ᓂᒃ ᐊᒻᒪᓗ ᓂᐅᕕᕐᓂᕐBest Buy-ᒥᒃ.

“ᓄᓇᓕᕐᓛᓄᑦ ᐃᓕᓐᓂᐊᕐᕕᖕᓄᑦ,ᐊᔪᕐᓇᖅᑐᒻᒪᕆᐊᓗᒃ ᐋᖅᑭᒋᐊᕈᑎᒃᓴᓂᒃ ᓴᖅᑭᑦᑎᓇᓱᒃᑯᓂ ᐱᔭᕆᐊᖅᑳᑦᑕᕐᓂᒃ ᐱᙳᐊᕈᑎᓂᒃ–ᑐᙵᕕᓕᖕᒥᒃ ᐃᓕᑦᑎᕙᓪᓕᐊᓂᕐᒥᒃ ᓄᑖᒧᑦ ᓇᓃᓐᓂᕆᔭᐅᔪᒧᑦ,” ᑭᐊᓕ ᐅᖃᖅᓱᓂ. “ᐊᓯᔾᔨᔾᔮᙱᑦᑐᖅ ᖁᑖᓂ, ᑭᓯᐊᓂ ᐃᓕᓴᐃᔨᓄᑦ ᐊᒃᓱᕈᖅᑐᓄᑦ ᐱᔭᕆᐊᖃᖅᑕᒥᓂᒃ ᐱᓇᓱᒃᓱᑎᒃ.”

ᑭᐊᓕ ᐃᓄᑑᙱᑦᑐᖅ ᐊᑐᕐᓱᓂ *Minecraft*-ᒥ ᓴᓇᐅᒐᕐᓂᒃ ᐃᓕᓐᓂᐊᕐᓂᕐᒧᑦ ᐱᓕᕆᔾᔪᑎᐅᓪᓗᓂ: ᐊᕐᕿᒎᓵᖅᑐᓂ, ᐅᓄᕐᓂᖅᓴᑦ ᐃᓕᓴᐃᔩᑦ ᓄᓇᕐᔪᐊᓖᒥ ᖃᐅᔨᓯᒪᔪᑦ 11-ᓂᒃ ᐅᑭᐅᓕᒃ ᑕᕐᕆᔮᒃᓴᑦ ᐱᙳᐊᕈᑎᓄᑦ ᐱᕚᓪᓕᕈᑎᖏᓐᓂ.ᑖᓐᓇ 11-ᓂᒃ ᐅᑭᐅᓕᒃ ᐱᙳᐊᕈᑎ ᐊᑐᖅᑕᐅᖃᑦᑕᓕᖅᑐᖅ ᐅᓄᖅᑐᓂᑦ ᐃᓕᓐᓂᐊᓕᖅᓴᖅᑐᓂᑦ ᖁᕝᕙᓯᓐᓂᓕᖕᓄᑦ 12-ᒧᑦ ᑎᑭᖕᒍᒍ ᐃᓕᓐᓂᐊᕐᕕᖕᓂ ᓄᓇᕐᔪᐊᓕᒫᒥ ᐃᓕᓐᓂᐊᖅᑎᑦᑎᔾᔪᑕᐅᓪᓗᓂ ᐃᓕᓐᓂᐊᕈᑎᓂᒃ ᓱᕐᓗ ᓈᓴᐅᓯᓇᓂᕐᒥᒃ, ᖃᐅᔨᓴᖅᑐᓕᓇᓂᕐᒥᒃ,ᐃᓄᓕᓇᓂᕐᒥᒃ,ᐅᖃᐅᓯᓕᓇᓂᕐᒥᒃ, ᐃᓱᒪᒃᓴᖅᓯᐅᕐᓂᕐᒥᒃ, ᐊᒻᒪᓘᓐᓃᑦ ᐃᓅᓯᓕᓇᓂᕐᒥᒃ ᐊᒻᒪ ᐃᒃᐱᒋᔭᒃᑯᑦ ᐱᕙᓪᓕᐊᑎᑦᑎᓂᕐᒥᒃ. ᖃᔅᓯᑲᓪᓚᐃᑦ ᖃᐅᔨᓴᕐᓂᖓᐅᔾᔪᑦ ᓇᓗᓇᐃᖅᓯᕗᑦ ᓴᙱᓂᖓᔭᒥᓄᑦ ᐅᕙᓂ bolstering students’ understanding and enjoyment of math concepts; promoting cognitive, affective and psychomotor functioning; ᐊᒻᒪ increasing students’ motivation, collaboration skills and computer-science competencies.

Microsoft-ᑯᑦ ᓂᐅᕕᖅᑎᑦᑐᒋᑦ *Minecraft*-ᒥᑦ 2014-ᒥᑦ ᒥᐊᓕᒐᒃᑯᑦ ᕿᓇᐅᔭᖓ 2.5 ᐱᓕᐊᓐ-ᒧᑦ ᐊᒻᒪᓗ ᓴᖅᑭᑦᑎᑦᑐᑎᒃ *Minecraft*–ᒧᑦ ᓴᓇᐅᒐᕐᓂᒃ Minecraft: Education Edition : ᐃᓕᓐᓂᐊᕐᓂᓕᕆᔨᒃᑯᑦ ᐅᖃᓕᒫᒐᓕᐊᖏᑦ ᐅᑭᐊᒃᓵᖓᓂᑦ 2016-ᒥᑦ, ᓇᓗᓇᕈᓐᓃᓚᐅᖅᑐᖅ *Minecraft*–ᒧᑦ ᒥᖅᓱᒐᐃᑦ ᐊᑐᖅᑕᐅᓂᐊᓚᐅᖅᑐᑦ—ᑕᐃᒪᐃᒻᒪᑦ, ᐱᙳᐊᕐᓂᕐᒧᑦ-ᑭᐳᒍᑎᓂᖅ ᐃᓕᓐᓂᐊᕐᓂᕐᒧᑦ. ᐱᙳᐊᕈᑎ ᐊᑐᐃᓐᓇᐅᔪᖅ ᐊᑭᖃᙱᑦᑐᓂ ᐃᓕᓐᓂᐊᕝᕕᖕᓄᑦ Microsoft 365 ᐃᓕᓐᓂᐊᕐᓂᓕᕆᓂᕐᒧᑦ ᓚᐃᓴᓐᓯᒧᑦ, ᐊᓯᐊᒍᑦ ᓘᓐᓃᑦ ᐊᕐᖄᒍᑎᒍᑦ ᐊ ᒥᐊᓕᒐᒃᑯᑦ ᕿᓇᐅᔭᖓ 55 ᐃᓚᐅᖃᑕᐅᔾᔪᑎᒃᑯᑦ ᐊᑐᓂ ᐊᑐᖅᑎᒧᑦ ᐅᕝᕙᓘᓐᓃᑦ ᓄᓇᓕᖕᓂ ᐊᕕᒃᑐᖅᓯᒪᓂᐅᔪᓂ ᓚᐃᓴᓐᓯᓕᕆᔾᔪᑎᒃᑯᑦ. ᐅᓄᕐᓂᖏᑦ *Minecraft*-ᒥ ᐅᒥᐊᑦ ᐊᑐᖅᑕᐅᖃᑦᑕᕐᓂᖏᑦ ᐃᓕᓐᓂᐊᕐᓂᓕᕆᓂᕐᒥ ᖃᐅᔨᓴᖅᑕᐅᕙᙱᒃᑲᓗᐊᖅᑎᑦᑐᒋᑦ, ᐊᑯᓂᐊᓗᒃ ᖃ ᐅ ᔨ ᒪ ᓕ ᖅ ᑐ ᒍ ᑦ ᐊ ᑐ ᐃ ᓐ ᓇ ᐅ ᑎ ᑦ ᑐ ᒋ ᑦ, ᐱᙳᐊᕈᑎᑦ ᐊᓕᐊᓇᐃᒋᔭᐅᕐᔪᐊᓲᑦ ᒪᒃᑯᒃᑐᓄᑦ ᐱᙳᐊᖅᑕᐅᓲᖑᓂᖏᓐᓄᑦ 9–ᓄᑦ 10–ᓄᑦ ᒪᒃᑯᒃᑐᓄᑦ played by up to 9 in 10 youngsters , ᓇᓗᓇᐃᖅᓯᑦᑐᓂ ᐋᖅᑭᒃᓯᒪᔭᓐᓇᕐᓂᖓᓄᑦ ᐃᓕᑦᑎᓂᕐᒧᑦ. ᓄᕙᒡᔪᐊᕐᓇᖅ-19 ᓄᓇᕐᔪᐊᕐᒥ ᖃᓂᒻᒪᒍᑕᐅᕙᓪᓕᐊᔪᖅ, ᐊᓯᔾᔨᕐᔪᐊᖅᓯᒪᔪᖅ ᖃᓇᓴᐅᔭᒃᑯᑦ, ᓱᒃᑲᒃᑎᒋᐊᕈᑕᐅᑐᐃᓐᓇᑐᐃᓐᓇᕆᐊᖅᑲᖅᐳᖅ ᐱᙳᐊᕈᑎᓄᑦ–ᑐᙵᕕᓕᖕᓄᑦ ᐃᓕᓐᓂᐊᖅᑕᐅᔫᒃᓴᓄᑦ: ᒪᐃ 200–ᒥ, ᖃᔅᓯᐅᓂᖏᑦ *Minecraft*-ᒥ ᓴᓇᕈᓘᔭᖅᐸᒃᑐᑦ ᐅᓄᖅᓯᕖᓪᓕᓚᐅᖅᐳᑦ 25 ᐳᓴᓐᑎᒥᒃ, 126 ᒥᓕᐊᓐ–ᒧᑦ ᑎᑭᖕᒍᒍ ᐱᙳᐊᖅᑎᑦ ᑕᖅᑭᑕᒫᑦ ᐊᒻᒪ 200 ᒥᓕᐊᓐ–ᒧᑦ ᓂᐅᕆᑕᐅᓚᐅᖅᑐᑦ.

ᑭᐊᓕ ᐅᖃᐅᓯᖃᓚᐅᖅᑐᖅ ᐃᓱᒪᒋᔭᒥᓂᒃ Twitter-ᑯᑦ, ᐊᒻᒪᓗ Twitter-ᑯᑦ ᑎᑎᕋᑕᓚᐅᖅᑎᑦᑐᒍ, ᑭᐅᔪᒪᑦᑎᐊᓕᓚᐅᖅᑐᖅ. 2017–ᒥᑦ 2019–ᒧᑦ, ᐃᓕᓴᐃᔩᑦ ᐃᓕᓐᓂᐊᖅᑏᑦᑐ 18–ᓂᑦ ᓄᓇᕐᔪᐊᒥᑦ ᐃᓚᐅᓚᐅᖅᐳᑦ ᑲᔪᓰᓐᓇᕈᓐᓇᕐᓂᕐᒧᑦ. ᖃᐅᔨᒪᔾᔪᑎᒃᓴᑦ ᐃᓕᓴᐃᔨᓄᑦ ᖃᐅᔨᓇᓱᒃᑎᑦᑐᒋᑦ ᓂᕈᐊᖅᑕᒥᓂᒃ SDG–ᑯᓐᓂ ᐃᓕᓐᓂᐊᖅᑎᖏᓐᓂᒃ, ᑭᐊᓕ ᐋᖅᑭᒃᓯᓚᐅᖅᐳᖅ ᐊᔾᔨᒌᙱᑦᑐᓂᒃ ᐃᓕᓐᓂᐊᖅᑎᑦᑎᔾᔪᑎᒃᓴᓂᒃ, ᐃᓚᒋᔭᐅᑦᑐᓂ ᐃᓕᓐᓂᐊᖅᑕᐅᔫᒃᓴᓄᑦ ᐸᕐᓇᐅᑎᑦ ᓇᓗᓇᐃᖅᓯᒪᑦᑐᑎᒃ ᖃᓄᖅ ᖃᐅᔨᔭᐅᑎᑦᑐᓐᓇᕐᒪᖕᒫᑦ ᐃᓕᓐᓂᐊᖅᑕᐅᔫᒃᓴᑦ ᐊᒻᒪ ᐃᑲᔪᖅᓱᐃᔾᔪᑎᒃᓴᑦ ᐃᓕᓐᓂᐊᖅᑎᓄᑦ ᐱᐊᓂᒃᓯᓇᓱᒃᑎᑦᑐᒋᑦ ᐃᒡᓗᖏᓐᓂᒃ, ᐊᒻᒪ ᑎᑎᕋᖅᓯᒪᔪᓂᒃ 11-ᓂᒃ ᐃᓱᒪᒋᔭᐅᔪᓂᒃ ᐊᐱᖅᑯᑎᒃᓴᓂᒃ ᐊᑐᖅᑕᐅᔪᓐᓇᖅᑐᓂᒃ ᐃᓕᓐᓂᐊᖅᑎᑦ ᐃᓱᒪᒃᓴᖅᓯᐅᕈᑎᒃᓴᓂᒃ ᐃᒡᓗᖏᓐᓂᒃ ᓴᓇᑎᑦᑐᒋᑦ, ᖃᓄᖅ ᐃᑲᔪᖃᑦᑕᐅᑎᕙᙶᙵᑕ, ᓇᓕᐊᒡᓗ SDG–ᓂᒃ ᐃᒃᐱᒋᔭᖃᓛᖑᙶᙵᑕ. ᑭᙳᑦᓕᖅᐹᒥ, ᖃᓇᓴᐅᔭᒃᑯᑦ ᐸᑦᑕᐃᑦ ᐊᒃᓱᕈᖅᓇᖅᑐᓕᐅᖅᑐᑦ ᐱᓕᕆᐊᒃᓴᓕᐅᖅᑯᔨᕗᑦ SDG ᑐᕋᖓᖏᓐᓂᒃ, ᓱᕐᓗ “ᓴᓇᓗᑎᒃ ᓴᓗᒪᔪᓂᒃ ᐊᒻᒪ ᐊᓯᔾᔨᒐᒃᓴᐅᔪᓂᒃ ᐆᒻᒪᖅᑯᑎᓄᑦ ᐋᖅᑭᒋᐊᕈᑎᒃᓴᓂᒃ ᓄᓇᓕᒡᔪᐊᙳᖏᓐᓂᖅᓴᓄᑦ,” “ᐃᑭᐊᖅᑭᕕᒃᑯᕈᓐᓇᖅᑎᑦᑐᒋᑦ ᐅᖓᓯᒃᑐᒦᑦᑐᓂᒃ”

ᐊᒻᒪ—ᐱᕕᒃᓴᕗᑦ ᓴᖅᑭᓪᓗᑎᑦ—"ᐋᖅᑭᒃᓱᐃᓗᑎᒃ ᐃᓕᓐᓂᐊᕐᕕᐊᕈᓯᕐᒥᒃ ᐊᐃᑦᑐᕐᓗᐃᓐᓇᖅᑐᒥᒃ ᐊᐃᑦᑐᕐᓗᐃᑦᑕᐃᓚᒪᔾᔪᑎᒥᒃ." ᑕᐃᑲᙵᑦ, ᐊᑐᓂ ᐃᓕᓴᐃᔩᑦ ᐃᓚᓕᐅᔾᔨᔭᕆᐊᖃᓛᖑᕗᑦ STEM-ᒧᑦ ᐃᓗᓕᖕᒋᓐᓂᒃ ᐊᒻᒪ ᐱᓕᕆᐊᒃᓴᓂᒃ ᐃᓕᓐᓂᐊᖅᑕᐅᕙᓪᓕᐊᔪᓄᑦ. ᐊᑐᓂ ᓴᓇᔪᑦ ᐃᓚᐅᑎᑦᑎᔭᕆᐊᖃᖅᑐᑦ ᓇᓗᓇᐃᒃᑯᑕᓂᑦ ᓇᓗᓇᐃᔭᐃᔭᕐᓂᒃ ᐱᔾᔪᑕᐅᓪᓗᐊᑕᖅᑐᓂᒃ ᐱᓕᕆᐊᕆᓇᓱᒃᑕᕆᐊᓐᓂ ᐊᒻᒪ, ᐃᓱᒪᓇᖅᑐᖅ, ᓱᓕᔪᑦ ᐊᒻᒪ ᓈᓚᐅᑎᑦ, ᓇᓗᓇᐃᔭᐅᑎᓪᓗ ᖃᓄᖅᑑᕐᓂᕐᒧᑦ ᐋᖅᑭᒍᑎᒃᓴᑦ. ᐱᔭᕇᖅᑎᓪᓗᒋᑦ, ᐃᓕᓐᓂᐊᖅᑏᑦ ᐃᓕᓯᖃᑦᑕᖅᑐᑦ ᐱᓕᕆᐊᒥᓂᒃ ᐊᒥᖅᑳᕈᑕᐅᔪᒧᑦ Microsoft OneDrive, ᐃᓕᓐᓂᐊᖅᑏᑦ ᐊᓯᐊᓂ ᑲᓇᑕᒥ ᐱᔪᓐᓇᕐᓂᐊᕐᒪᑕ ᐃᓚᓯᓗᑎᓪᓗ ᑎᑎᖅᑲᖁᑎᖏᓐᓂ.

"ᐃᓱᒪᒋᔭᐅᔪᖅ ᐃᓕᓐᓂᐊᕐᕕᐊᕈᓯᓖᑦ ᑐᓂᓯᓗᑎᒃ ᑖᔅᓱᒨᖓᑦᑕᐃᓐᓇᖅ ᓴᓇᔭᐅᓂᕐᒧᑦ, ᑐᓂᕝᕕᓗᑎᒍᓪᓗ ᑐᖅᑯᖅᓯᒪᔪᑦ ᐊᑕᐅᓯᕐᒥ ᐃᓕᓐᓂᐊᕐᕕᐊᕈᓯᕐᒥ ᐊᓯᐊᓄᑦ, ᓲᕐᓗ [ᑐᓴᖅᑕᐅᔪᖅ] ᓄᓇᕐᔪᐊᓕᒫᒥ, ᐃᓱᐊᓂᓗ, ᑖᓐᓇ ᑎᑎᕋᖅᓯᒪᔪᖅ ᐊᕐᕌᒍᓄᑦ ᒪᕐᕉᓐᓄᑦ ᐃᓗᓕᐅᕐᓂᕐᒧᑦ ᐋᖅᑭᒍᑎᒃᓴᓄᑦ," ᑭᐊᓕ ᐅᖃᖅᑐᖅ.

ᑭᖑᓪᓕᖅᐹᒥ ᖃᓄᐃᓕᖕᒐᓕᕐᓂᓇᔭᖕᒋᑦ ᑕᑯᒃᓴᐅᑎᑦᑎᕗᑦ ᐱᔪᓐᓇᕐᓂᓴᐅᔪᓂᒃ ᐊᑐᕐᓂᐊᕐᓗᓂ ᖃᓇᓴᐅᔭᒃᑯᑦ ᐱᙳᐊᕈᑎᓂᒃ ᐃᓚᐅᑎᓪᓗᒋᑦ ᒪᒃᑯᒃᑐᑦ STEM-ᒥ ᐃᓕᓐᓂᐊᖅᑎᓪᓗᒋᑦ, ᐊᒻᒪ ᖃᓄᖅ ᐱᔪᒃᓯᓕᕈᑕᐅᔪᒋᑦ ᐋᖅᑭᒃᓗᒋᑦ ᐱᓪᓚᑦᑖᑦ ᓈᒻᒪᙱᑦᓕᐅᕈᑎᑦ. ᓇᐹᖅᑐᖅᑲᖅᓂᖕᒋᑦ, ᖃᖅᑲᐃᑦ ᐊᒻᒪ ᑕᓲᑦ SDG Shuffle Village-ᒥ ᐸᕐᓇᒃᑕᐅᑦᑎᐊᖅᓯᒪᔪᑦ, ᓄᓇᑖᑦ ᐱᕙᓪᓕᐊᑦᑎᐊᖅᑐᑦ ᑕᑯᒃᓴᐅᑎᑦᑎᔪᑦ ᓴᓇᑐᓂᕐᒥᒃ, ᐱᓕᕆᖃᑎᒌᖕᓂᕐᒥᒃ ᐊᒻᒪ ᐃᒃᐱᒍᓱᖕᓂᕐᒥᒃ ᒪᒃᑯᒃᑐᓂᒃ ᐊᑲᐅᙱᓕᕈᑎᓂᒃ-ᐋᖅᑭᒃᓱᐃᔾᔪᓂᒃ ᑭᒡᓕᖅᑲᖅᑎᑕᐅᔪᓂᒃ ᐃᓱᒪᒥᐅᑕᑐᐊᕐᓂᖓᓄᑦ. ᐃᓕᓐᓂᐊᖅᑏᑦ Portugal-ᒥᑦ ᓴᓇᓚᐅᖅᑐᑦ ᓯᓚᖅᑲᑎᒥᓂᒃ ᓄᓇᓯᐅᑎᓂᒃ ᐃᑯᒪᑎᑦᑎᓪᓗᑎᒃ ᐊᖏᕐᕋᖏᓐᓂᒃ. Australian-ᒥᐅᑦ ᓄᓇᖏᑦ ᖁᕐᕕᓕᐊᕈᑎᖃᖅᐳᑦ ᐊᑦᑕᕐᓇᙱᑦᑐᒥᑦ ᐊᑐᕈᓐᓇᖅᓯᓪᓗᑎᒃ. Malaysian-ᒥ ᐃᓕᓐᓂᐊᖅᑏᑦ ᑕᐅᑐᒐᖅᑲᓪᓗᐊᑕᓚᐅᖅᐳᑦ ᐱᑎᑦᑎᕙᖕᓂᕐᒥᒃ ᐃᒡᓗᖃᖅᑎᑦᑎᓂᕐᒥᒃ ᖃᓄᐃᙱᑦᑐᓄᑦ ᒪᒃᑯᒃᑐᓄᑦ ᒥᑭᒡᓕᕆᐊᖅᑎᑦᑎᔪᒪᓪᓗᑎᒃ ᐊᔾᔨᒋᒃᑎᑦᑎᙶᕐᓂᕐᒥᒃ ᐊᑐᖅᑕᐅᕙᓚᐅᖅᑐᓂᒃ ᑕᒪᒃᑯᓄᖓ ᓄᓇᖃᖅᑕᐅᙶᖅᑐᓄᑦ. ᐋᖅᑭᖕᓂᐊᕐᓗᒍ ᑳᖕᓂᖅ, ᑭᐊᓕᐅᑉ ᐃᓕᓐᓂᐊᖅᑎᖏᑦ ᐋᖅᑭᒃᓯᓪᓗᑎᒃ ᓯᓚᒥᒃ-ᐊᐅᓚᑕᒃᓴᐅᔪᒥᒃ ᑐᒃᑲᓇᐊᓕᖕᒥᒃ ᐃᓂᖃᖅᑐᒥᒃ-ᐱᕈᖅᓴᖅᑐᒥᒃ. ᐃᖅᑭᑖᑦ ᓄᓇᖕᒐᓂ, ᕿᓇᐅᔭᓕᓇᓂᕐᒧᑦ ᐅᖅᑲᓕᒫᕈᓐᓇᖅᓂᖅ ᓄᑕᖃᓂᑦ ᐊᖅᑯᑎᓂᒃ ᐃᓕᓐᓂᐊᖅᑎᑦᑎᓪᓗᑎᒃ ᓄᓇᓕᖅᓵᓂᒃ ᕿᓇᐅᔭᒃᑯᕕᓕᓇᓂᕐᒥᒃ. ᐊᓯᖏᑦ ᐃᓱᒪᒋᔭᐅᑦᑎᐊᖅᓯᒪᔪᑦ ᐅᑯᐊᖑᕗᑦ ᐊᓄᓇᒨᖅᑐᑦ-ᐊᐅᓚᐅᑎᓖᑦ ᐊᖏᕐᕋᓖᑦ, ᐱᓕᕆᕐᓚᖕᓇᕈᑦ ᐱᙳᐊᖃᑎᒌᒃᐸᒃᑐᑦ, ᕿᓇᐅᔭᓕᐅᖅᑎᕈᑉᐸᒃᓗᑎᒃ, ᐃᒪᐅᑉ ᐃᖃᖓᓂ, "ᒥᑭᑦᑐᓂᒃ- ᐅᒥᐊᙳᐊᓂᒃ" ᒥᑭᑦᑐᓂᒃ ᐆᖃᖅᑐᑎᒃ, ᐅᐊᔭᒨᖅᑐᖅ ᐅᓯᔾᔪᑕᐅᕙᒡᓗᓂ ᐃᓄᖕᓄᑦ ᐊᒻᒪ ᐱᖅᑯᑎᓄᑦ, ᐊᒻᒪ ᒪᑦᑎᑦᑕᐅᑎᑦ ᐊᒃᑕᑯᓯᕗᒻᒧᐊᖅᓯᔾᔪᑦ ᐃᒪᕕᖕᒦᑦᑐᓂᒃ ᐃᒪᒃᑯᑦ ᓱᐳᖅᑎᑦᑎᙶᖅᓯᔾᔪᑎᒃ.

ᐊᑐᓂ ᓄᓇᓕᖅᕿᑦ ᑎᓴᒪᓂᒃ ᑕᓪᓕᒪᓂᑦᓘᓐᓃᑦ ᐃᒡᓗᓕᐅᖅᑐᑦ, ᐊᑐᓂ ᓴᓇᔪᑦ ᐃᓄᑭᑦᑐᓄᑦ ᐃᓕᓐᓂᐊᖅᑎᓄᑦ. ᓲᕐᓗ, ᖁᑦᑎᖕᓂᓛᑦ 7 ᓈᓴᐅᓯᕆᓂᕐᒧᑦ ᐃᓕᓐᓂᐊᖅᑏᑦ ᐅᐃᕖᑎᑐᑦ ᖃᐅᔨᓴᓚᐅᖅᑐᑦ ᓇᖕᒥᓂᖅ ᐃᒪᕐᒥᒃ ᐊᑐᕐᓂᕐᒧᑦ ᐱᓇᓱᐊᕈᓯᕐᒧᑦ, ᑕᑯᒃᓴᐅᑎᑦᑎᓪᓗᑎᒃ ᖃᐅᔨᓴᐅᔾᔨᓂᒃ ᑕᖅᓴᖓᓂᒃ ᐃᓚᐅᑎᑦᑎᔾᔨᒥᒃ ᒪᖁᒃᑐᒥᒃ ᑲᑎᖅᓱᐃᓂᕐᒧᑦ ᐋᖅᑭᐅᒪᔾᔨᒥᒃ ᓴᓇᑎᓪᓗᑎᒃ. 10,000 ᖃᓪᓗᑎᓂᒃ ᐃᒪᖃᕐᓂᖏᓐᓂᒃ ᐊᑕᐅᓯᑐᐃᓐᓇᕐᒥᒃ ᐊᑕᐅᓯᕐᒧᑦ ᖃᖅᑭᖕᒧᑦ ᓴᓇᓇᓯᒃᑲᑦᑕᖅᑐᑦ. ᓇᓗᓇᐃᔭᖅᓯᒪᔪᖅ ᓇᓗᓇᐃᔭᐃᔾᔪᑎ ᖃᓄᖅ ᓯᕐᕿᓂᕐᒨᖅᑐᑦ ᓵᑦᑐᐱᐊᑦ ᐃᓚᖃᕐᒪᕐᒫᖕᒋᑦ Malaysian-ᑯᑦ ᓯᕿᓂᖕᒨᖅᑐᓂᑦ ᐊᖏᕐᕋᓂᑦ. Ireland-ᓄᑦ ᐃᓕᓐᓂᐊᖅᑎᖏᑦ ᕿᒥᕐᕈᓚᐅᖅᑐᑦ ᐃᒪᖕᒧᑦ ᐊᒃᓴᓗᐊᒥᑦ ᐳᓚᒃᑕᐅᑎᒧᑦ ᑰᖕᒧᑦ ᐸᕝᕙᓇᖅᑐᓄᑦ. Ireland ᓄᓇᖓᓂ, ᖃᐅᔨᓴᓚᐅᖅᑐᒍᑦ ᖃᓄᐃᒻᒪᑦ ᓄᓇᑐᐃᓐᓇᕐᓇᕐᒥ ᐱᕈᖅᑐᖃᕐᒪᖔᖅ ᓄᓇᕐᔪᐊᕐᒥ ᐊᒃᓱᕈᖅᑎᓪᓗᒋᑦ, ᐊᒻᒪ ᖃᓄᖅ ᓂᓇᑎᑦᑎᕙᖕᒪᖔᑕ ᐃᒍᑦᑕᓂᑦ ᐃᒪᕕᓂᖕᒋᓐᓂᒃ ᒥᒃᓵᕆᐊᖅᑎᑦᑎᔾᔫᖑᓂᖏᓐᓂᒃ ᐅᖓᓯᒃᑐᒥ, ᑐᑭᖃᖅᑐᓂ ᐃᓱᐊᖅᑭᙲᕐᕆᓐᓂᖅᓴᐅᓂᖏᓐᓂᒃ methane-ᒥᑦ, ᖁᐊᖅᓵᕐᓇᖅᑐᖅ ᓯᓚᒧᑦ ᐅᖅᑰᓯᕙᓪᓕᐊᓇᖅᑐᓄᑦ.

"*Minecraft*-ᒥᑦ ᐃᓕᓐᓂᐊᖅᑎᑦᑎᔾᔪᑎᑦᑎᐊᕙᐅᒐᖅ; ᓲᖅᑲᐃᒻᒪ ᐃᓕᓐᓂᐊᖅᑎᑦ ᐃᓚᐅᖅᑕᐅᑦᑎᐊᕐᓂᖏᓐᓄᑦ, ᓈᓴᐅᓯᓇᔪᓐᓇᖅᑐᑎᑦ ᑭᒃᓕᓯᓂᐊᕈᑎᓂᒡᓗ ᑕᐅᑐᒃᑕᖏᓐᓂ, ᖃᐅᔨᓇᖑᕐᓴᓐᓗᑎᒃᓗ," ᑭᐊᓕ ᐅᖃᕐᓗᓂ.

ᑭᐊᓕ ᑲᑎᖅᓱᐃᓯᒪᓕᖅ ᐃᓗᓕᓕᒫᖏᓐᓂᒃ ᐊᑕᐅᓯᕐᒧᑦ Minecraft: Education Edition file ᐃᓕᓐᓂᐊᕐᓂᓕᓇᔾᑯᑦ ᐅᖅᑲᓕᒫᓗᑕᐊᖏᑦ ᐊᓯᖏᑦ ᐃᓕᓴᐃᔩᑦ ᕿᒥᕐᕈᔭᓐᓇᖅᑕᖏᑦ ᐃᑲᔪᖅᓱᕐᓗᒋᑦ ᐃᓕᓐᓂᐊᖅᑎᖏᓐᓄᑦ. ᓯᕗᒻᒧᑦ ᐃᖏᕐᕋᓗᓂ, ᐱᕙᓪᓕᐊᑎᑦᑏᓐᓇᓱᓂᐊᖅᐳᖅ ᐊᒻᒪ ᑐᓴᖅᑎᑦᑎᕙᒃᓗᓂ ᓄᑖᓂᒃ ᐱᕈᖅᐸᓪᓕᐊᔪᓂᒃ ᐊᒃᓱᕈᕐᓇᖅᑐᓂᒃ ᐊᒃᑐᐊᓂᖃᖅᑐᓂᒃ SDG-ᒧᑦ ᑎᑭᑕᐅᓇᓱᒃᑐᓄᑦ. ᐊᔭᕐᓇᙱᓚᖅ ᐃᓕᑦᑎᒃᑲᓐᓂᐊᒃᓴᖅ ᐱᓕᕆᐊᖑᔪᐊᒥᒃ ᑭᐊᓕᐅᑉ ᐃᓱᒪᒥᐅᑕᓇᑦᑎᐊᖅᑕᖓᓂᒃ retrospective blog post,, ᐱᔪᒃᓯᓂᖅᑲᑦᑎᐊᖅᑐᑦ tweets-ᖑᓂᖅᑲᖅᑕᐅᔪᑦ ᐃᓚᐅᔪᓂᑦ ᐃᓕᓴᐃᔩᓂᑦ (ᑭᐊᓕ ᑎᓕᐅᖅᐸᒍᑦ ᐊᒥᖅᑳᖅᑲᑎᖅᑲᖅᑯᓪᓗᑎᑦ ᐱᓕᕆᐊᕆᔭᒥᒃ Twitter-ᑯᑦ ᐊᑐᕐᓗᑎᒃ ᐆᒥᖓ, hashtag #SDGshuffle; ᐊᓯᖏᑦ ᓴᖅᑭᓯᒪᔪᑦ #TeachSDGs #sustainabilityshuffle) ᑭᐊᓕᓗ ᐃᓚᐅᓂᕆᔭᖓᓂᑦ ᑲᑎᒪᔪᓂ ᑖᕝᕙᓂ MINECON Live 2019-ᒥ. ᑕᐃᒃᑯᐊ ᐅᔾᔨᕆᓯᓚᐅᖅᑐᑦ ᑭᐊᓕᐅᑉ ᐊᖏᖅᓯᒪᓕᑦᑎᐊᖅᓂᖓᓂᒃ STEM-ᒧᑦ ᐃᓕᓐᓂᐊᕐᓂᓕᕆᓂᕐᒧᑦ ᑲᓇᑕᒥ ᓯᕗᓕᖅᑎᕆᔭᐅᕗᖅ-ᑕᒪᐃᓐᓂᒃ 2018-ᒥ ᐊᒻᒪ 2019-ᒥ, ᔭᔅᑎᓐ ᑐᕉᑑ ᑐᓐᓂᖅᑯᓯᐊᓚᐅᖅᐳᖅ ᑭᐊᓕ ᑲᓇᑕᒥ ᐊᖓᔪᖅᑳᖅᔪᐊᖅ ᐃᓕᓴᐃᔭᐅᖅᑎᒥᒃ ᐃᓕᓴᐃᑦᑎᐊᖅᓂᖓᓄᑦ STEM-ᒥ. ᑖᓐᓇ ᐊᔾᔨᐅᙱᓐᓂᐅᔪᖅ ᖃᔅᓯᓕᓚᖓ ᑭᐊᓕ ᐱᓯᒪᔪᖅ ᐊᕐᕌᒍᓗᓴᖓᓄᑦ STEM-ᒧᑦ ᐃᓕᓐᓂᐊᕐᓂᕐᒧᑦ, ᑕᒪᑐᒪᓂ ᐊᕐᕌᒍᒥ ᐃᑲᔪᖅᓯᒪᔪᖅ Caledonia-ᒥᑦ ᐊᕕᒃᓯᒪᓂᕐᒥ ᖁᑦᑎᖕᓂᖅᓴᒥ ᐃᓕᓐᓂᐊᕐᕕᖕᒥ ᐃᓕᓴᐃᔭᐅᓪᓗᓂ ᓯᕗᓂᒃᓴᖓᓄᑦ ᐃᓕᓐᓂᐊᕐᓂᓕᕆᓂᕐᒧᑦ ᓄᑖᙳᖅᐸᓪᓕᐊᔪᓄᑦ ᑲᑎᒪᕕᒃᓴᐊᕐᓂᕐᒥ ᖁᑦᑎᒌᒍᑦᑐᓂ STEM-ᒥ ᐱᐅᓯᒍᓪᓗᓂ ᐃᓕᓐᓂᐊᕐᕕᖕᒥ ᐊᒥᐊᓕᒐᑦ ᐅᐊᖕᓇᖓᓂ.

ᐅᖃᖅᑐᖅ ᑭᐊᓕ: "ᑲᑉᐱᐊᓇᖅᑐᖅᑲᖏᑦᑐᖅ ᖃᐅᔨᒪᖏᓐᓂᕐᒥᑦ ᖃᓄᐃᓕᐅᖅᑐᖃᕐᒪᖔᑦ ᐃᓕᓴᐃᔨᐳᑦᑐᓂ, ᑭᓯᐊᓂ ᖃᐅᔨᒪᔪᒪᓇᐅᔭᓇᐊᖅᑲᒃᑲᓐᑐᑎᑦ *Minecraft*-ᒥᑦ-ᐃᓕᓐᓂᐊᖅᑏᑦ ᖃᐅᔨᒪᔾᔪᒪᓇᐅᖓᑕ, ᐱᓕᕆᐊᒃᓴᖏᓐᓂ ᑐᓂᓯᑐᐃᓐᓇᕐᓗᑎᒃ ᐊᒃᓯᐅᕐᓇᖅᑐᓂᒃ ᖁᕕᐊᕆᓴᖏᓐᓂᓗ, ᑕᑯᑎᓪᓗᓂᑎᓪᓗ ᖃᓄᐃᓕᐅᕈᓇᕐᒪᖔᑦ." &

ᓇᓗᓇᐃᒃᑯᑕᓕᕆᓂᖅ ᐱᓕᕆᐊᒃᓴᓄᓪᓗ
ᖃᓇᓴᐅᔭᓕᕆᓂᖅ ᐊᒻᒪ ᑐᓴᐅᒪᖃᑎᒌᖕᓂᖅ
ᖃᓇᓴᐅᔭᐃᑦ ᐊᒻᒪ ᐃᓅᖃᑎᒌᑦ
ᓴᓇᓯᒪᓂᖓ

PINNGUAQ

ᐱᓐᖑᐊᑉ ᖃᓇᓯᐅᔭᖅᑲᖅᕕᖕᒋᓐᓂᑦ

ᓄᓇᓕᖕᓂᑦ ᐃᓂᖅᑲᖅᕕᐅᔪᓂᑦ ᐃᓄᐃᑦ ᖅᑭᒥᖅᑯᕗᑦ, ᓴᓇᕗᑦ, ᐃᓱᒪᕗᑦ, ᐱᓐᖑᐊᖅᐳᑦ, ᐊᒥᖅᑳᖅᐳᑦ, ᐃᓕᑦᑎᕗᑦ, ᖃᓇᓯᐅᔭᒧᑦ ᐱᓕᓇᔪᓐᓇᖅᓯᕗᑦ, ᐊᒻᒪ ᐅᖅᑲᖅᑲᑎᒌᒃᓗᑎᒃ

pinnguaq.com/makerspaces

ᖃᕆᓴᐅᔾᑯᖕᒐᔪᑦ

ᐃᑲᔪᑎᒃᓴᑦ

ᐅᖃᓕᒫᓚᐅᕐᑖᒃᑯᕕᐅᒃ ᐅᖃᓕᒫᒐᖅ ᐅᐱᕐᙵᖅ 2020 ᐅᑭᐅᓘᓐᓃᑦ ᐅᑭᐅᐊᑉᓵᖅ 2020ᐅᖃᓕᒫᑦ ᑖᑉᐸᓐᖓᑦ Root&STEM−ᒥᑦ, ᓇᓂᔪᓐᓇᖅᐸᑎᑦ ᓄᐃᑕᑲᐅᑎᒋᔫᒃᑯᑦ ᐅᑉᓂ
pinnguaq.com/work/root-stem

ᐃᑲᔪᑎᒃᓴᑦ

ᐋᖅᑭᒃᓯᓯᒪᓕᖅᑐᒍᑦ ᖄᒃᑲᓂᐊᒍᑦ ᖃᕆᓴᐅᔭᒃᑯᑦ ᐊᑐᖅᑕᐅᔪᓐᓇᖅᑐᓂᒃ ᐃᓕᓴᐃᕐᓂᑦ ᐊᑐᖅᑕᐅᖃᑦᑕᕐᓂᐊᖅᑐᓂᒃ ᐃᓕᓐᓂᐊᕐᕕᖕᓂ ᐃᒡᓗᕈᓯᕐᓂ−ᐃᓚᒋᔭᐅᓪᓗᑎᒃ ᐊᔪᕈᓐᓃᖅᓴᕐᓂᕐᒧᑦ ᐱᑉᒌᔭᖅᑕᐅᓯᒪᔪᑦ, ᑕᕝᓇᔭᒐᒃᓴᓄᑦ ᐊᔪᕈᓐᓃᖅᓵᕈᑕᐅᑉᐹᒃᑐᑦ ᑐᓂᐅᖅᑲᒐᒃᓴᐃᓪᓗ. ᖃᕆᓴᐅᔭᒃᑯᑦ ᐱᔭᐅᔪᓐᓇᖅᑐᐃᓐᓇᐅᕗᑦ ᐊᑦᑕᑦᕿᐅᔪᓐᓇᖅᑐᒃᑯᑦ.

Chase−ᒧᑦ ᐱᙳᐊᕈᑎ ᐱᒋᐊᓕᕌᖅᑐᓄᑦ ᐱᙳᐊᕈᑎᑦ ᐋᖅᑭᒃᓱᐃᔾᔪᓄᑦ
ᑖᓐᓇ ᐱᒋᐊᕈᑎᓄᑦ ᐃᓕᓐᓂᐊᒐᒃᓴᖅ ᖃᐅᔨᑎᑦᑎᓂᖅ ᐃᓕᓐᓂᐊᖅᑎᓂᒃ ᐱᙳᐊᕐᓂᕐᒧᑦ ᐱᕙᓪᓕᐊᑎᑦᑎᓂᕐᓂ Scratch−ᒥ ᓇᓗᓇᐃᕈᑎᓕᐅᕐᓂᖅ. ᐋᖅᑭᒃᓱᐃᓂᐊᖅᑐᑦ ᐊᔪᕐᓇᙱᑦᑐᑯᓗᖕᒥᒃ “ᓅᔅ” ᐱᙳᐊᕈᑎᒥᒃ monkey chases−ᖑᔪᒥᑦ ᐸᓈᓇᓂᒃ ᓈᓴᐅᑎᑖᕆᕙᓪᓕᐊᔭᕐᕆᓐᓂᑦ.
pinnguaq.com/learn/chase-game-for-beginner-game-designers

ᑕᐃᔭᐅᔪᖅ Lost in Space Scratch Game−ᒥᑦ ᐱᙳᐊᕈᑎᒧᑦ ᐃᓕᑦᑎᓂᕐᒧᑦ ᐱᕙᒌᔭᐅᑦ.
ᐊᑐᖅᑐᖃᕐᓗᓂ ᓇᕿᑦᑕᐅᑎᓄᑦ ᐅᖃᐅᓯᐅᔪᓂᒃ, ᐊᒃᑐᖅᓯᓗᓂ ᖃᐅᔾᔾᔪᑎᓂᒃ, ᒪᓕᒋᐊᖃᖅᑐᓂᒃ ᑎᑎᕋᖅᓯᒪᔪᓂᒃ ᐊᔾᔨᒌᙱᑦᑐᓂᒡᓗ ᐊᐅᓚᓂᕐᒧᑦ ᓄᖅᑲᖓᔾᔪᑕᐅᕙᒃᑐᓂᒃ, ᐃᓕᓐᓂᐊᖅᑏᑦ ᐱᓕᕆᕙᒃᐳᑦ ᓯᐊᕐᕆᔭᐅᑎᙳᐊᒥ ᐋᖅᑭᒃᓱᐃᔪᒪᓪᓗᑎᒃ ᐊᔪᕐᓇᙱᑦᑐᑯᓗᖕᒥᒃ ᐱᙳᐊᕐᓂᕐᒥᒃ, ᑕᒪᓐᓇᓗ ᐃᓅᕐᕆᑦᑐᖅ ᓇᓂᓯᕚᕆᔭᕆᐊᖃᖅᓱᒍ ᖃᓄᖅ ᐅᑎᕐᓂᐊᕐᓗᓂ ᐊᕐᕆᕋᕆᔭᒥᓄᑦ ᓄᓇᕐᔪᐊᒧᑦ.
pinnguaq.com/learn/lost-in-space-maze-game

ᐃᓕᓐᓂᐊᕐᓗᑎᑦ “ᑕᖅᓯᖅᓱᕐᓗᑎᑦ ᐊᖑᓇᓱᖕᓂᕐᒥᒃ” ᓇᓗᓇᐃᔭᕈᑎᓕᒃ ᐱᙳᐊᒐᒃᓴᖅ
ᐃᓕᓐᓂᐊᖅᑏᑦ ᐋᖅᑭᒃᓯᓗᑎᒃ ᐊᔪᕐᓇᙱᑦᑐᑯᓗᖕᒥᒃ ᐱᙳᐊᕈᑎᒥᒃ ᐱᒋᐊᕐᓂᖕᒐᓂ ᐃᓱᐊᓄᑦ. ᐃᓕᓐᓂᐊᓲᑦ ᖃᓄᖅ ᓴᓇᔭᕆᐊᒃᓴᖅ ᓇᓗᓇᐃᒃᑯᑕᓂᑦ ᐃᓐᓅᕈᓕᐅᕆᐊᒃᓴᖅ, ᐃᓚᓯᓗᑎᒃ ᑎᑎᕋᕐᕕᒃᓴᒥᑦ ᐃᓚᓯᓗᑎᒡᓗ ᖃᐅᔾᔭᐅᑎᒥᑦ ᐱᙳᐊᖅᑎᓪᓗᒋᑦ.
pinnguaq.com/learn/learn-to-make-a-colour-hunt-scratch-game

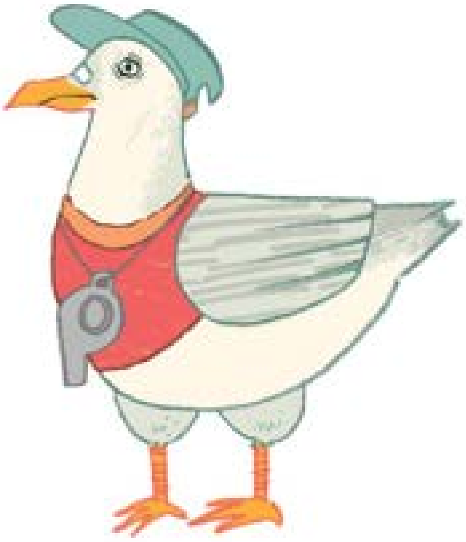
ᐊᔾᔨᓐᓂᓕᖕᓄᑦ 4−ᒥᑦ -6−ᒧᑦ ᐃᓕᓐᓂᐊᖅᑕᐅᔾᔭᑦ ᐸᕐᓇᐅᑎᑦ ᐱᙳᐊᕐᔪᐊᖅᑐᓄᑦ. ᖃᓄᐃᓕᐅᕈᓯᖕᒐ (ᑕᕐᓇᔭᐅᑎᒃᑯᑦ 20 ᒥᓂᑦ): youtu.be/852y1PQoe3w
ᑖᓐᓇ ᑕᕐᓇᕝᔭᒃᓴᖅ ᓴᖅᑮᔭᖅᑎᑦᑎᔪᖅ ᐊᒃᑐᐊᓂᖕᒋᓐᓂᒃ ᐱᙳᐊᕐᔪᐊᕐᓃᑦ ᐊᓯᖕᒋᓪᓗ ᐱᙳᐊᕈᑎᑦ, ᐱᑎᑦᑎᓪᓗᓂ ᓇᐃᑦᑐᒥᒃ ᕿᒥᕐᕈᓂᕐᒥ ᐱᔾᔪᐊᖅᑐᓂᒃ ᐱᙳᐊᕈᑎᑦ ᐋᖅᑭᒃᓯᒪᓂᖕᒋᓐᓂᒃ ᐱᕙᓪᓕᐊᓂᖕᒋᓐᓂᒃᓗ, ᓴᖅᑭᑎᑦᑎᓪᓗᓂᓗ ᐅᓄᖅᑐᓂᒃ ᐆᒃᑑᑎᓂᒃ ᐱᙳᐊᕐᔪᐊᕐᓂᕐᓂ.

ᐊᔾᔨᓐᓂᓕᖕᓄᑦ 7-ᒥ 8-ᒧᑦ ᐃᓕᓐᓂᐊᖅᑕᐅᔾᔭᑦ ᓇᓗᓇᐃᔭᐅᑎᑦ ᐱᙳᐊᕐᔪᐊᖅᑐᓄᑦ (ᑕᕐᓇᔭᐅᑎᒃᑯᑦ 33 ᒥᓂᑦᓯᒥᒃ ᑕᑭᓂᓕᒃ) https://youtu.be/wntp-iaZSVM ᑖᓐᓇ ᑕᕐᓇᕝᔭᒃᓴᖅ ᑕᑯᒃᓴᐅᑎᑦᑎᕗᖅ ᐱᓕᕆᖃᑎᒌᒍᓯᕐᓂᒃ ᐱᙳᐊᕐᔪᐊᖅᑐᓂᒃ ᐊᓯᖕᒋᓐᓂᒡᓗ ᐱᙳᐊᕈᑎᓂᒃ, ᓇᐃᑦᑐᒥᒃ ᐅᖃᐅᓯᖅᑲᖅᐳᓂ ᐱᙳᐊᕐᔪᐊᖅᑐᓂᒃ ᐋᖅᑭᒃᓯᒪᔪᓂᒃ ᐊᒻᒪ ᐱᕙᓪᓕᐊᑎᑕᐅᔪᓂᒃ, ᑕᑯᒃᓴᐅᑎᑦᑎᓪᓗᓂᓗ ᖃᔅᓯᑲᓪᓚᖕᓂᒃ ᐆᒃᑑᑎᓂᒃ ᐱᙳᐊᕐᔪᐊᖅᑐᓂᒃ.

ᐊᔾᔨᓐᓂᓖᑦ 9-ᒥᑦ 12-ᒧᑦ ᐃᓕᓐᓂᐊᕈᑎᒧᑦ ᐸᕐᓇᐅᑎ ᓇᓗᓇᐃᔭᐅᑎᑦ ᐱᕐᔪᐊᕌᓗᖕᒥ ᐱᙳᐊᕐᓂᕐᒧᑦ ᐃᓚᖓ 1. ᖃᓄᐃᓕᐅᕈᑕᐅᔾᔪᖅ ᐃᓚᖓ 1 (ᑕᕐᓇᕝᔭᒃᓴᖅ 27 ᒥᓂᑦᓵ ᑕᑭᓂᓕᒃ): ᖃᐅᔨᑎᑦᑎᓂᖅ ᐱᙳᐊᕐᔪᐊᕐᓂᕐᓂ ᐃᓕᓐᓂᐊᖅᑎᓄᑦ ᐊᑐᖅᑐᓄᑦ ᑖᔅᓯᒥᖕᒐ PowerPoint-ᑐᙵᕕᓕᖕᒥᒃ ᑕᕐᓇᕝᔭᒃᓴᖅ. ᑖᓐᓇ ᑕᕐᓇᕝᔭᒃᓴᖅ ᐱᑎᑦᑎᕗᖅ ᐱᒋᐊᕈᑎᓂᒃ ᑐᓴᖅᑕᐅᔾᔪᒃᓴᓂᒃ ᐱᒻᒪᕆᐊᓗᖕᓄᑦ ᐱᙳᐊᕐᓂᕆᔭᐅᔪᓄᑦ ᑕᑯᒃᓴᐅᑎᑦᑎᓪᓗᓂᓗ ᐃᓅᖃᑎᒌᒃᐸᖕᓂᕆᓐᓂᒃ ᐱᒻᒪᕆᐊᓗᐃᑦ ᐱᙳᐊᕐᓃᑦ, ᑕᕐᓇᔭᐅᑎᑦ ᐱᙳᐊᕐᓃᑦ ᐱᙳᐊᕈᓰᑦ. youtu.be/DltfP4ZFGs8

ᐊᔾᔨᓐᓂᓕᖕᓄᑦ 9−ᒥᑦ - 12−ᒧᑦ ᐃᓕᓐᓂᐊᖅᑕᐅᔾᔭᑦ ᐸᕐᓇᐅᑎᑦ ᐱᒋᐊᕈᑎᑦ ᐱᕐᔪᐊᓂᒃ ᐱᙳᐊᕈᑎᓄᑦ ᐃᓚᖓᑦ 2. . ᖃᓄᐃᓕᐅᕈᑕᐅᔾᔪᖅ ᐃᓗᓕᖓ 2 (27 ᒥᓂᑦᓵᒥᑦ ᑕᑭᓂᓕᒃ): ᐱᔮᓚᐅᖅᑎᓪᓗᒍ ᖃᓄᐃᓕᐅᕐᓂᐅᔾᔪᖅ 1 (ᐃᓕᓐᓂᐊᕈᑎ 4 ᒪᑉᐱᖅᑐᒐᖅ 49-ᒥ), ᐃᓕᓐᓂᐊᖅᑏᑦ ᑕᐅᑐᒋᐊᓖᑦ ᑖᔅᓯᒥᖕᒐ ᖃᕆᓴᐅᔭᒃᑯᑦ ᑕᕐᓇᔾᔨᑦ, ᑐᕌᒐᖅᑐᖅ ᐱᒻᒪᕆᐅᔪᓂᑦ ᐱᙳᐊᓂᕐᒧᑦ ᐋᖅᑭᒃᓯᖕᒐᓂᑦ ᐊᑐᐃᓐᓇᐅᑎᑦᑎᓂᐊᖅᓱᑎᒡᓗ ᐊᐱᖅᑯᑎᓂᑦ ᑭᐅᔭᐅᔪᓂᑦ ᐱᓕᕆᓂᐅᔪᒧᑦ 1-ᒥ.
youtu.be/Dnt2d_BNrlU

ᑕᒻᒪᓂ ᒪᒃᐱᖅᑐᒐᕐᒥ, ᓄᓇᕐᔪᐊᕐᒥᐅᓄᑦ ᐱᑐᐃᓐᓇᕆᐊᖃᓪᓚᖅᐳᑎᑦ ᕿᒥᕐᕈᔭᐅᒃᑲᓐᓂᕐᓂᐊᖅᑐᑦ, ᑭᓯᐊᓂᓗᑦᑕᐅᖅ ᖃᓄᐃᓕᖓᓂᖓᓂᒃ ᕿᒥᕐᕈᔾᔪᑎᒋᔭᕆᐊᖃᙱᔅᓗᓂ. ᑎᑎᕋᐅᔭᕐᓗᑎᑦ ᖃᓄᐃᑦᑑᓂᖓᓂᒃ ᐃᓱᒪᒋᔭᕐᓂᒃ ᐃᓄᓐᖑᐊᕆᓂᐊᖅᑕᕐᓂᑦ ᑕᒻᒪᓂ ᓄᓇᕐᔪᐊᒥ.



ᑖᕝᕙᓂ ᒫᐸᒃᑐᕆᕐᒥ, ᐃᓄᓐᖑᐊᕐᑲᕋᔅᓯ, ᑭᓯᐊᓂ ᓯᓚᕐᔪᐊᕐᒥᑦ ᐱᑕᕐᑲᙳᑎᒻᒪᑦ ᖃᓄᐃᓕᐅᕈᓘᔭᕐᓂᕐᒥᑦ. ᑎᑎᕋᐅᔭᕐᑐᒍ ᖃᓄᐃᑦᑑᓂᖓ ᓄᓇᕐᔪᐊᖅ ᐃᓗᐊᓂ ᐃᓱᒪᒍᕕᑦ ᑖᓐᓇ ᐃᓄᓐᖑᐊᖅ ᕿᒥᕐᕈᔪᒪᓇᔭᖅᑕᑦ.

ᑐᓴᕠᒃᓴᖅ ᐃᓕᓴᐃᔾᓄᑦ

ᐊᓂᑦᑕᐃᓕᑎᓪᓗᒋᑦ ᐊᓂᖅᖠᖅᑐᕐᓂᒃᑯᑦ ᖃᓂᒪᓐᓇᖅ ᖃᓂᒻᒪᒍᑕᐅᕙᓪᓚᐊᑎᓪᓗᒍ, ᐃᓕᓴᐃᔾᑦ ᐱᔭᒃᓴᖃᖅᑎᑕᐅᕗᑦ ᓇᓂᓯᕐᑯᔭᐅᓪᓗᑎᒃ ᓄᑖᓂᒃ ᐊᑐᖅᑕᐅᔪᓐᓇᖅᑐᓂᒃ ᐃᓚᐅᑎᑦᑎᓂᕐᒧᑦ ᐃᓕᓐᓂᐊᖅᑎᓂᒃ ᖃᓇᓴᐅᔭᒃᑯᑦ ᐃᓂᕆᔭᐅᕙᒃᑐᓂᒃ. ᓴᙱᔪᒥᑦ ᐃᓚᐅᓂᖅ ᐊᑯᓂ ᐊᒃᑐᐊᓂᕐᖃᖅᑐᖅ ᕿᑦᑎᖕᒥᓂᖅᓴᒥᑦ ᐃᓕᓐᓂᐊᕐᓂᕐᒧᑦ ᐱᔭᕇᕐᓂᕐᒥᑦ, ᐊᐅᓚᔾᔨᓕᐅᕈᑎᓂᒡᒍ ᐱᙳᐊᕐᓂᕐᒥᑦ ᐃᑲᔪᕈᓐᓇᖅᑐᖅ ᐊᑐᐃᓐᓇᐅᑎᑦᑎᓂᕐᒥᑦ ᐃᓚᐅᑎᑦᑎᓂᕐᒥᑦ ᐃᒡᓗᕈᓯᕐᒥᑦ. ᐃᓕᓐᓂᐊᓚᐅᒃᓴᓄᑦ ᐸᕐᓇᐅᑎᑦ ᐱᕕᖃᕈᑕᐅᕐᑯᔾᔪᑦ ᐃᓕᓴᐃᔾᓄᑦ ᖃᐅᔾᔪᓇᓱᒍᓐᓇᕐᓗᑎᒃ ᐱᙳᐊᕈᑎᓂᒃ ᐱᔾᔪᑕᐅᓪᓗᐊᑕᓲᑦ ᐃᓕᓐᓂᐊᕐᓂᕐᒥᒃ. ᐃᓕᓐᓂᐊᖅᑰᑦ ᐊᑐᕐᓂᐊᖅᐳᑦ ᖃᓇᓴᐅᔭᒃᑯᑦ ᐱᙳᐊᓚᒃᓴᓂᒃ ᕿᓂᕐᓂᐊᕐᓗᑎᒃ ᐃᑭᐊᖅᑭᕙᒃᑯᑦ ᖁᐊᖅᖠᕐᓇᖅᑕᐃᓕᒪᓂᕐᒥᒃ, ᐱᑎᑦᑎᙵᓗᑎᒃ ᐱᒻᒪᕆᐊᖕᓂᒃ ᖃᐅᔨᓴᖅᓯᓂᕐᒥᒃ ᐃᓱᒪᒃᓴᖅᓯᐅᕈᑎᖃᕐᓗᑎᒡᓗ ᖃᓄᖅ ᐋᖅᑭᒃᓱᐃᔪᓐᓇᕐᓂᕐᒥᒃ ᐱᙳᐊᕐᓂᕐᓂᒃ ᓇᖕᒥᓂᖅ ᑭᐅᓯᔪᓂᒃ ᐊᓂᒍᖅᑎᓐᓇᓯᒋᐊᖅᑲᖅᐸᒃᑐᓂᒃ ᐋᖅᑭᒃᓯᒪᓕᕈᒪᔭᒥᓂᒃ.

– ᔭᓂ ᑯᕞᔅ

ᐃᓕᓐᓂᐊᒐᒃᓴᖅ 1

ᖁᑦᑎᖕᓂᓖᑦ: K–ᒥᑦ – 3–ᒧᑦ

ᐱᔾᔪᑎᓕᒃ: ᐱᒻᒪᕆᐊᓗᖕᓂᒃ ᐱᙱᐊᖅᑕᐅᔪᓂᒃ

ᐱᔾᔪᑎᖓ: ᐱᓐᖑᐊᕈᑎᐅᑉ ᑕᐅᑦᑐᖓ

ᐃᑲᕐᕋᑦ ᐊᑐᕐᓂᐊᖅᑐᑦ: 85 ᒥᓂᑦᓯ

ᑕᐃᔭᐅᔾᔪᑎᐊ: ᓇᐃᑦᑐᒥᒃ ᖃᐅᔨᑎᑦᑎᓂᖅ ᐱᒻᒪᕆᐊᓗᖕᓂᒃ ᐱᙱᐊᖅᑕᐅᔪᓂᒃ ᑕᐅᑦᑐᒃᓴᖏᓐᓂᒡᓗ

ᓇᓗᓇᐃᔭᐅᑎᑦ

ᐱᙱᐊᕐᓃᑦ ᐱᙱᐊᕐᓂᐅᕗᑦ ᐱᔾᔭᑕᐅᓪᓗᐊᑕᖅᐳᑎᒃ ᐃᓕᓐᓂᐊᕐᓂᖅ ᐱᓕᒻᒪᒃᓴᕐᓂᕐᓗ ᑭᐱᙳᐃᔭᖅᑕᐅᙱᖕᒫᖅᑐᖅ. ᐊᑲᕿᑎᖃᓲᙳᕗᑦ ᐊᔪᙱᓐᓂᕆᔭᐅᔪᓂᒃ ᖃᕆᓴᐅᔭᒃᑯᑦ ᐱᙱᐊᕈᑎᓂᒃ ᐱᔪᒥᓴᕐᓗᒋᑦ ᐃᓚᐅᑎᓪᓗᒋᓪᓗ ᐱᙱᐊᖅᑎᑦ/ ᐃᓕᓐᓂᐊᖅᑎᑦ ᑭᓱᓪᓚᓇᖕᓄᑦ ᐱᔾᔪᑎᓄᑦ ᓱᕐᓗ ᐱᕙᓪᓕᐊᑎᓪᓗᒋᑦ ᓄᑖᓂᒃ ᖃᐅᔨᒪᓂᓇᔭᐅᔪᓂᒃ ᐅᕝᕙᓘᓐᓃᑦ ᐊᔪᖅᑕᐅᙱᑦᑐᓂᒃ. ᐱᔾᔪᑎᒋᓪᓗᒋᑦ ᐃᓕᓐᓂᐊᖅᑏᑦ, ᓴᙱᔪᒃᑯᑦ ᐃᓚᐅᑎᑦᑎᓂᖅ ᐊᒃᑐᐊᓂᖃᖅᓯᒪᕗᖅ ᖁᑦᑎᖕᓂᖅᓴᒥᒃ ᐃᓕᓐᓂᐊᕐᓂᕐᒧᑦ ᐊᓂᒍᖅᑕᐅᕙᒃᑐᓂᒃ. ᐊᑐᖃᑦᑕᕐᓂᖅ ᐱᒻᒪᕆᐊᓗᖕᓂᒃ ᐱᙱᐊᕐᓂᕐᓂᒃ ᐊᔾᔨᒌᙲᓘᔭᖅᑐᓂ ᐃᓕᓐᓂᐊᕐᓂᓕᓇᓂᕐᒧᑦ ᐊᔪᕈᓐᓃᖅᓴᕐᓂᕐᒧᒡᓗ ᐊᑐᖅᑕᐅᕙᒃᑐᓄᑦ ᓯᐊᒻᒪᒃᑎᖅᐸᓪᓕᐊᕗᖅ, ᐱᑐᐊᙱᐊᖅᑐᓂ ᒫᓐᓇ ᐃᓅᕙᓪᓕᐊᔪᐃᑦ ᐃᓕᓐᓂᐊᖅᑏᑦ ᐱᕈᖅᐸᓪᓕᐊᓪᓗᑎᒃ ᐊᑐᖅᐸᒃᑐᑎᒃ ᐊᖏᔪᒥᒃ ᐱᙱᐊᕐᓂᕐᒥᒃ ᑕᕐᓇᔭᐅᑎᒃᑯᑦ ᐱᙱᐊᕐᓂᕐᓂᒃ. ᐱᙱᐊᕐᔪᐊᖅᑐᖅᖃᑦᑕᕿᓗᐊᖅᑎᓪᓗᒍ, ᑭᓯᐊᓂ, ᐋᖅᑭᒃᓯᒪᑎᓇᓱᒃᑲᕐᒥᑦ ᐊᔪᕐᓇᖅᑐᖅᓯᐅᕐᓇᖅᐳᖅ. ᐱᓕᕆᕖᖑᒥᐅᑕᐅᖅᑲᑎᑰᙱᕆᑦᑐᓄᑦ ᐱᓕᕆᔾᔨᓯᐅᕗᖅ, ᖃᐅᔨᒪᔭᕆᐊᖅᑲᖅᑐᓂ ᐊᔾᔨᒌᙱᕆᑦᑐᓂᒃ ᐱᓕᕆᐊᒃᓴᓂᒃ ᐅᑯᓂᖓᓗ ᐱᙱᐊᕈᑎᑦ ᐋᖅᑭᒃᓯᒪᓂᒃᓴᖏᑦ ᐊᒻᒪ ᐱᕙᓪᓕᐊᑎᑕᐅᔪᑦ, ᖃᕋᓴᐅᔭᒃᑯᑦ ᖃᐅᔨᓴᖅᑐᓕᓂᖅ/ ᐋᖅᑭᒃᓯᐃᓂᖅ, ᐃᓕᓐᓂᐊᕐᓂᖅ (ᐃᓕᓐᓂᐊᖅᑎᑦᑎᓂᕐᒧᑦ ᐋᖅᑭᒃᓯᒪᓂᖅ), ᐃᓗᓕᖕᒋᓪᓗ ᖃᐅᔨᒪᓂᓇᔾᖏᑦ (ᓱᕐᓗ ᐃᓅᓕᓴᐅᑎᑦ/ᐃᓅᓕᓴᐅᑎᑦ/ᐱᓚᒃᑐᐃᔨᑦ ᐃᓱᒪᒋᔭᐅᓕᕌᖓᑕ ᓴᖅᑭᑦᑎᓂᕐᒥᒃ ᐱᕐᔪᐊᓂᒃ ᐱᙱᐊᕈᑎᓂᒃ ᐱᓚᒃᑐᐃᓂᕐᒧᑦ ᐃᓕᓐᓂᐊᖅᑕᐅᔪᒃᓴᓂᒃ). ᐱᕐᔪᐊᓂᒃ ᐱᙱᐊᕈᑎᓂᒃ ᐋᖅᑭᒃᓯᐃᔾᔨᑦ ᓂᓇᐅᕆᔭᐅᙱᒃᑲᓗᐊᖅᑎᓪᓗᒋᑦ ᖃᐅᔨᒪᔨᑕᒻᒪᓇᐅᓗᑎᒃ ᐃᓕᓴᐃᓂᕐᒧᑦ ᐋᖅᑭᒃᓯᒪᔪᓂᒃ ᐊᒻᒪ ᐱᙱᐊᕈᑎᓪᓗᐊᑕᓂᒃ, ᐱᓯᒪᓗᑎᒃ ᐃᓚᖏᓐᓂᒃ ᖃᐅᔨᒪᓂᓇᔭᐅᔪᓂᒃ ᑖᒃᑯᓇᓂ ᐃᓂᓂ ᐃᒪᐃᓐᓂᐊᖅᑐᑦ, ᒥᑭᓛᒃᑯᑦ, ᖁᕝᕙᓇᐊᖅᑎᓪᓗᒍ ᐊᕼᑎᖅᑎᐊᖅᑐᖅ ᑐᓴᐅᒪᔪᓕᓇᓂᖅ ᐊᑯᓐᓂᖏᓐᓂ ᐱᓕᓐᖅᑎᓖᓄᑦ.

ᐃᓕᑦᑎᓂᕐᒧᑦ ᑐᕌᒐᐃᑦ

ᐱᔭᕇᖅᐸᑦ ᑖᓐᓇ ᐃᓕᓐᓂᐊᕈᑎ, ᐃᓕᓐᓂᐊᖅᑎᑦ ᐱᓂᐊᖅᑐᑦ:

1. ᑐᑭᓯᐅᒪᓕᓚᐅᖅᐳᑦ ᐱᙱᐊᖅᑕᐅᕐᔪᐊᖅᑐᓂᒃ ᐱᔾᔪᑎᖏᓐᓂᖓᓗ
2. ᐅᔾᔨᕈᓱᓕᖅᐹᓪᓕᕐᓗᓂ ᐱᒻᒪᕆᐅᓂᖓᓂᒃ ᓴᙱᔪᒥᓂᑦ ᐃᓯᕆᓐᓇᐅᑎᒥᑦ ᐊᒻᒪ ᖃᕆᓴᐅᔭᒃᑯᑦ ᐅᓗᕆᐊᓇᖏᓐᓂᕐᓂᑦ
3. ᐱᙱᐊᖅᑐᓂ ᐊᑕᐅᓯᕐᒥᒃ ᐅᖓᑖᓂᒡᓗᐃᓐᓃᑦ ᐱᒻᒪᕆᐅᔪᓂᑦ ᐱᙱᐊᕈᑎᓂᒃ

ᐅᖃᐅᓰᑦ

- **ᖃᕆᓴᐅᔭᒃᑯᑦ ᐱᔭᐅᔾᔭᐃᖅᓯᒪᓂᖅ:** ᐱᓕᕆᔾᔪᑎᑦ, ᐱᕙᓪᓕᐊᔾᔪᑎᑦ ᐊᔪᕈᓐᓃᖅᓴᐅᑎᓪᓗ ᐋᖅᑭᒃᓯᒪᔪᑦ ᓴᐳᒻᒥᒍᑎᑦ ᐱᓕᕆᓂᐅᑦ ᑐᓴᐅᒪᖅᑲᑦᑕᐅᑎᖅᑲᑎᑰᒍᑎᓂᒃ, ᖃᕆᓴᐅᔭᓕᕆᔾᔪᑎᓂᒃ, ᐱᓕᕆᐊᒃᓴᓂᑦ ᑲᑎᖅᓱᖅᓯᒪᔪᓂᒃ ᐱᒋᐊᖅᑕᐅᓂᕐᒧᑦ, ᓄᑖᖅᑲᓄᑦ, ᐱᔪᓐᓇᖅᑎᑕᐅᙱᑦᑐᓄᓪᓗᓐᓃᑦ ᐱᔪᓐᓇᕐᓂᕐᒧᑦ
- **ᖃᕆᓴᐅᔭᒃᑯᑦ ᓈᓴᐅᓯᓇᓂᖅ:** ᐃᓄᒃ ᑲᒪᒋᔭᖃᑦᑎᐊᕐᒧᑦ ᐃᓚᐅᖃᑕᐅᓲᖅ ᐃᓅᖃᑎᖃᕐᓂᕐᒧᑦ ᓄᓇᓕᖕᓄᓪᓗ ᖃᓄᐃᓕᐅᕈᑎᓄᑦ ᖃᕆᓴᐅᔭᒃᑯᑦ ᐱᖁᓪᓗᒍ ᐱᑎᑦᑕᐃᓕᒪᓂᖅ ᖃᕆᓴᐅᔭᒃᑯᑦ ᐱᑦᑎᐊᙱᓐᓂᕐᓂ, ᖃᕆᓴᐅᔭᒃᑯᑦ ᐊᑦᑕᕐᓇᖅᑕᐃᓕᒪᓂᕐᒥ, ᖃᕆᓴᐅᔭᒃᑯᓪᓗ ᐋᓐᓂᐊᖃᕐᓇᙱᑦᑐᓕᓂᕐᒥ ᖃᓄᐃᙱᑦᑎᐊᕐᓂᕐᒥᒃᓗ
- ᐱᙱᐊᕈᑎ: ᐋᖅᑭᒃᑕᐅᓯᒪᔪᖅ/ᐋᖅᑭᒃᓱᖅᓯᒪᔪᖅ ᐱᙱᐊᕐᓂᖅ
- **ᐱᙱᐊᕈᑎᒥᒃ–ᑐᙵᕕᓕᖕᒥᒃ ᐃᓕᑦᑎᕙᓪᓕᐊᓂᖅ:** ᐊᑐᕐᓗᓂ ᐱᙱᐊᕐᓂᕐᓂᒃ ᐃᓕᓴᐃᓂᐊᕐᓗᓂ ᐊᑕᐅᔾᔪᓇᓕᑎᑦᑎᓂᒃᑯᑦ, ᑲᔪᓯᑎᑦᑎᙱᓐᓂᒃᑯᑦ, ᐊᓂᒍᖅᑎᑦᑎᓂᒃᑯᓪᓗ ᑑᑦᓇᔭᐅᔪᓂᒃ
- **ᐊᔭᐅᖅᑐᐃᓂᖅ:** ᐃᓄᐃᑦ ᖃᓄᐃᓕᐅᖅᑎᓪᓗᒋᑦ ᑑᑦᓚᓇᔭᙱᓐᓂᒃ ᐊᓂᒍᐃᑎᑦᑎᔪᓂᒃ
- **ᐱᓐᖑᐊᕐᓂᖅ:** ᐱᓕᕆᓗᓂ (ᖃᓄᐃᓕᐅᕈᑎᒥᒃ) ᓯᖃᐃᒻᒪ ᐊᓕᐊᓇᐃᓐᓂᖓᓄᑦ ᖁᕕᐊᓇᖅᑑᓪᓗᓂ
- **ᑕᕐᓇᔭᐅᑎᒃᑯᑦ ᐱᙱᐊᕈᑎ:** ᖃᕆᓴᐅᔭᒃᑯᑦ ᐱᙱᐊᕈᑎᑦ ᐱᙱᐊᖅᑎᑦ ᐊᐅᓚᑉᐸᒃᑕᕐᒥᑦ ᐊᔾᔨᙱᐊᑦ ᑕᕐᓇᔭᕆᕙᕐᒥ
- **ᐱᒻᒪᕆᐅᓪᓗᓂ ᐱᓐᖑᐊᒐᒃᓴᖅ:** ᑕᕐᓇᔭᐅᓯᐅᕐᓂᖅ ᐱᔾᔪᑎᒋᓪᓗᐊᑕᖅᑕᖓ ᐃᓕᓐᓂᐊᕐᓂᖅ, ᐱᓕᒻᒪᒃᓴᕐᓂᖅ, ᒪᓂᓴᐅᑎᑦ, ᐅᑉᐱᕈᓐᓃᑦ ᐱᙱᐊᕈᓯᖕᓂᖅ ᑭᐱᙳᐃᔭᖅᑕᐅᙱᖕᒫᕐᓗᓂ

ᓯᕗᓂᐊᒍᑦ ᐱᓕᓇᓚᐅᓐᖏᑎᓐᓗᒋᑦ ᐊᐱᖅᑯᑏᑦ

1. ᑕᕐᓇᔭᐅᑎᒃᑯᑦ ᐱᓐᖑᐊᖅᑲᑦᑕᖅᐱᑦ? ᐊᖏᕈᕕᑦ:
   a. ᓇᓕᐊᒃ ᐱᓐᖑᐊᒐᒃᓴᖅ ᖁᕕᐊᕆᓛᓇᕕᐅᒃ?
   b. ᓇᓕᐊᒃ ᐱᐅᒋᓛᓇᕕᐅᒃ ᑕᕐᓇᔭᐅᑎᒃᑯᑦ ᐱᓐᖑᐊᖅᑕᕐᓂᑦ?
   c. ᓇᓕᐊᒡᓕ ᖁᕕᐊᕆᓐᖏᓛᓇᕕᐅᒃ ᑕᕐᓇᔭᐅᑎᒃᑯᑦ ᐱᓐᖑᐊᖅᑕᕐᓂᑦ?
   d. ᖃᓄᖅ ᐃᒃᐱᒍᓱᒃᐸᒃᐱᑦ ᐱᓐᖑᐊᓕᕌᖓᖕᓂ ᑕᕐᓇᔭᐅᑎᒃᑯᑦ ᐱᓐᖑᐊᖅᑕᑦ ᖁᕕᐊᕆᓛᓇᔭᕐᓂᑦ?
2. ᑭᓱ ᑕᕐᓇᔮᒃᓴᓂᒃ ᐱᙱᐊᕈᑎᓂᒃ ᖁᕕᐊᓇᖅᑎᑦᑎᕙᒃᐸ?
3. ᐃᓕᑦᑎᕙᒃᐱᑦ ᐱᓐᖑᐊᖅᑎᓪᓗᑎᑦ ᐱᓐᖑᐊᕈᑎᓂᒃ? ᓇᓗᓇᐃᓇᕆᑦ.
4. ᑕᕐᓇᔮᒃᓴᑦ ᐱᙱᐊᕈᑎᑦ ᐊᑐᖅᑕᐅᔪᓐᓇᖅᐹᑦ ᐃᓕᓐᓂᐊᕐᕕᖕᒥ ᐃᓕᑦᑎᔾᔪᑎᒋᓂᐊᕐᓗᒋᑦ?

ᐃᓕᓐᓂᐊᕈᑎᒃᓴᑦ ᐊᑦᑕᑕᕝᕕᒃᓴᑦ (ᐃᓕᓴᐃᔨᒧᑦ ᑐᕌᖓᔪᑦ ᐃᑲᔫᑎᒃᓴᑦ)

ᐃᓚᒋᔭᐅᓪᓗᓂ ᑕᒪᑐᒧᖓ ᐊᔪᕈᓐᓃᖅᓴᒐᒃᓴᒧᑦ ᐱᕙᒌᔭᖅᑕᐅᓯᒪᔪᒧᑦ, ᐃᓕᓐᓂᐊᖅᑏᑦ ᐊᐱᕆᔭᐅᓂᐊᖅᐳᑦ ᐱᙱᐊᕐᑯᔭᐅᓗᑎᒃ ᐃᓯᒪᖅᓯᕐᓗᑎᒃ ᒪᓂᒪᔪᓂᒃ, ᐃᑭᐊᖅᑭᕕᒃᑯᑦ (ᐃᑭᐊᖅᑭᕕᒃᑯᖅᑐᓂᑦ) ᖃᕆᓴᐅᔭᒃᑯᑦ ᐱᑲᒻᒪᒃᐸᒃᑐᑦ ᐱᒻᒪᕆᐊᓗᖕᒥᒃ ᐱᙱᐊᕐᓂᕐᒥᒃ. ᒪᓕᒃᓱᒍ ᐱᙱᐊᕐᓃᑦ ᐊᓯᔾᔨᕐᓂᕐᒧᑦ, "ᓄᓇᖅᐸᓯᒃ ᖃᕆᓴᐅᔭᒃᑯᑦ ᐱᒻᒪᕆᐊᓘᓪᓗᓂ ᐱᙱᐊᕐᓂᐅᕗᖅ ᐃᓕᓐᓂᐊᖅᑎᑦᑎᓂᐊᕐᓗᓂ ᓄᑖᖅᑲᓂᒃ ᖃᕆᓴᐅᔭᒃᑯᑦ ᖁᐊᖅᓵᕐᓇᖅᑕᐃᓕᒪᓂᕐᒥᒃ ᓄᓇᖅᑲᕐᓂᕐᒥᒡᓗ ᐱᓕᕆᖃᑎᒌᒃᐸᖕᓂᕐᒥ ᖁᕕᐊᓱᖕᓂᒃᑯᓪᓗ. ᓄᑖᖅᑲᑦ ᐃᑲᔪᖅᑲᑦᑕᕐᓂᐊᖅᐳᑦ ᐃᓅᖃᑎᒥᓂᒃ ᐊᑭᓴᖅᑐᕐᓗᑎᒃ ᐱᑦᑎᐊᙱᓴᒃᑎᑦᑎᔪᓂᒃ, ᓯᙵᓴᒃᐸᒃᑐᓂᒃ, ᓯᙵᓵᖅᑎᓂᒃ ᐊᒻᒪ ᓯᙵᓴᒃᐸᒃᑐᓂᒃ ᐊᔪᕈᓐᓃᖅᓴᖅᐸᒡᓗᑎᒃ ᐊᔪᙱᑕᖏᓐᓂᒃ ᖃᕆᓴᐅᔭᒃᑯᖅᑐᓂᒃ ᐃᓄᑦᑎᐊᕙᐅᖁᑦᑐᒋᑦ. ᐱᙱᐊᖅᑎᓪᓗᒋᑦ, ᐱᙱᐊᖅᑏᑦ ᖃᐅᔨᓇᓯᒍᓐᓇᖅᑐᑦ ᑎᓴᒪᓂᒃ ᐳᒃᑕᓖᖅᑐᓂᒃ ᕿᑭᖅᑕᓂᒃ (ᐱᙱᐊᒃᑲᓐᓂᖅᑐᓂᒃ): i) }ᓐᓇ Kind Kingdom (ᓄᑖᖅᑲᑦ ᑐᙵᓇᕐᓗᑎᒃ ᐅᓄᖅᑐᓄᑦ ᐅᖃᐅᓯᓗᒋᓪᓗ ᖃᕆᓴᐅᔭᒃᑯᑦ ᐱᑲᒻᒪᒃᐸᒃᑐᑦ), ii) ᐃᓚᒋᔭᐅᓪᓗᓂ ᑕᒪᑐᒧᖓ ᐊᔪᕈᓐᓃᖅᓴᒐᒃᓴᒧᑦ ᐱᕙᒌᔭᖅᑕᐅᓯᒪᔪᒧᑦ, ᐃᓕᓐᓂᐊᖅᑏᑦ ᐊᐱᕆᔭᐅᓂᐊᖅᐳᑦ ᐱᙱᐊᕐᑯᔭᐅᓗᑎᒃ ᐃᓯᒪᖅᓯᕐᓗᑎᒃ ᒪᓂᒪᔪᓂᒃ, ᐃᑭᐊᖅᑭᕕᒃᑯᑦ (ᐃᑭᐊᖅᑭᕕᒃᑯᑦ) ᖃᕆᓴᐅᔭᒃᑯᑦ ᐸᒡᕕᓴᖕᓂᐅᕙᒃᑐᓂᑦ, ii)Interland–ᒥ ᐱᒻᒪᕆᐊᓗᖕᒥᒃ ᐱᙱᐊᕐᓂᕐᒥᒃ. ᒪᓕᒃᓱᒍ ᐱᙱᐊᕐᓃᑦ ᐊᓯᔾᔨᕐᓂᕐᒧᑦ, "ᓄᓇᖅᐸᓯᒃ ᖃᕆᑕᐅᔭᒃᑯᑦ ᐱᒻᒪᕆᐊᓘᓪᓗᓂ ᐱᙱᐊᕐᓂᐅᕗᖅ ᐃᓕᓐᓂᐊᖅᑎᑦᑎᓂᐊᕐᓗᓂ ᓄᑖᖅᑲᓂᒃ ᖃᕆᑕᐅᔭᒃᑯᑦ ᖁᐊᖅᓵᕐᓇᖅᑕᐃᓕᒪᓂᕐᒥᒃ ᓄᓇᖅᑲᕐᓂᕐᒥᒡᓗ ᐱᓕᕆᖃᑎᒌᒃᐸᖕᓂᕐᒥ ᖁᕕᐊᓱᖕᓂᒃᑯᓪᓗ. ᓄᑖᖅᑲᑦ ᐃᑲᔪᖅᑲᑦᑕᕐᓂᐊᖅᐳᑦ ᐃᓅᖃᑎᒥᓂᒃ ᐊᑭᓴᖅᑐᕐᓗᑎᒃ ᐱᑦᑎᐊᙱᓴᒃᑎᑦᑎᔪᓂᒃ, ᓯᙵᓴᒃᐸᒃᑐᓂᒃ, ᓯᙵᓵᖅᑎᓂᒃ ᐊᒻᒪ ᓯᙵᓴᒃᐸᒃᑐᓂᒃ ᐊᔪᕈᓐᓃᖅᓴᖅᐸᒡᓗᑎᒃ ᐊᔪᙱᑕᖏᓐᓂᒃ ᖃᕆᓴᐅᔭᒃᑯᖅᑐᓂᒃ ᐃᓄᑦᑎᐊᕙᐅᖁᑦᑐᒋᑦ. ᐱᙱᐊᖅᑎᓪᓗᒋᑦ, ᐱᙱᐊᖅᑏᑦ ᖃᐅᔨᓇᓯᒍᓐᓇᖅᐳᑦ ᑎᓴᒪᓂᒃ ᐳᒃᑕᓖᖅᑐᓂᒃ ᕿᑭᖅᑕᓂᒃ (ᐱᙱᐊᒐᒃᓴᒃᑲᓐᓂᕐᓂᒃ): i) ᑭᖕᑕᒻ (ᓄᑖᖅᑲᑦ ᑐᙵᓇᕐᓗᑎᒃ ᐊᓯᒥᓄᑦ ᐊᒻᒪ ᐅᓂᒃᑳᕐᓗᑎᒃ cyber-bullies), ii) ᐱᓪᓚᑦᑖᖅᑐᑦ ᑰᑦ (ᑕᐅᑐᒐᖅᓗᐊᑕᕐᓗᑎᒃ ᑕᑯᒃᓴᐅᙱᑦᑐᓂᒃ ᐊᒻᒪ ᐃᓐᓈᕈᕐᓂᒃ), iii) ᐃᓱᒪᑐᔪᒥᒃ ᐃᓐᓈᕈᕐᒥᒃ (ᑕᐅᑐᒐᖅᓗᐊᑕᕐᓗᑎᒃ ᑐᓴᖃᑎᒋᖕᓂᕐᒥᒃ ᖃᕆᓴᐅᔭᒃᑯᑦ ᐃᓄᖕᓄᑦ ᐅᒃᐱᓐᓇᐅᔪᓄᑦ), ᐊᒻᒪ vi) Tower of Treasure ᑕᑯᒃᓴᐅᔪᒃᑯᑦ (ᐃᓕᑦᑎᓂᖅ ᓴᙱᔪᓂᒃ ᐃᓯᕈᓐᓇᐅᑎᓂᒃ). ᐊᑐᓂ ᕿᑭᖅᑕᐃᑦ ᐊᔾᔨᒌᙱᑦᑐᓂᒃ ᑕᑯᒃᓴᐅᔪᖅᑲᖅᐳᑦ ᐊᔾᔨᒌᙱᑦᑐᓂᒃ ᐃᑭᐊᖅᑭᕕᒃᑯᐃᓐᓇᐅᑎᖃᖅᓱᑎᒃ. ᓄᓇᒥᐅᑕᒃᑯᑦ ᐃᓚᒋᔭᐅᔪᖅ Google-ᑯᑦ ᖃᕆᓴᐅᔭᒃᑯᑦ ᑕᑯᔭᐅᕆᐊᖅᑕᕐᕕᒃ ᑕᐃᔭᐅᔪᖅ Be Intern Awesome ᐱᓕᕆᐊᒃᓴᑦ ᑐᕌᖓᔪᒧᑦ, ᐃᓕᓴᐃᔪᖅ ᓄᑖᖅᑲᓂᒃ ᒪᒃᑯᒃᑐᓂᒡᓗ ᑐᙵᕕᐅᔪᓂᒃ ᖃᕆᓴᐅᔭᒃᑯᑦ ᓄᓇᖅᑲᕐᓂᕐᒥᒃ ᐱᑎᑦᑎᓪᓗᓂᓗ ᐊᖓᔪᖄᓂᒃ ᐃᓕᓴᐃᔨᓂᒡᓗ ᐱᑕᖃᖅᑐᓂᒃ ᐃᑲᔪᕐᓗᑎᒃ ᒪᒃᑯᒃᑐᑦ ᖃᐅᔨᓗᑎᒃ ᐃᑭᐊᖅᑭᕕᒃᑯᑦ ᖃᕆᓴᐅᔭᒃᑯᑦ ᖃᓄᐃᓕᐅᖃᑦᑕᐅᑎᓂᕐᓂ." ᐃᓕᑦᑎᒃᑲᓐᓂᕈᒪᒍᕕᑦ, ᑕᐅᑐᒡᓗᒍ ᔫᑑᑉ ᑕᕐᓇᔮᒃᓴᖅ ᓇᓗᓇᐃᔭᐃᔪᖅ ᓄᓇᖅᐸᓯᒃᑐᒥᑦ (youtube.com/watch?v=u-C3rSyzQ0rk) ᓇᓗᓇᐃᔭᑦᑎᐊᒃᑲᓐᓂᕐᒧᑦ.

ᐊᑐᕈᑏᑦ

- ᑎᑎᕋᐅᑎ ᐃᒪᓕᒃ ᐅᕝᕙᓘᓐᓃᑦ ᑎᑎᕋᐅᑎ ᐊᒻᒪ ᐊᓕᓚᔪᖅ
- ᖃᕆᓴᐅᔭᑦ (Mac-ᖑᓗᓂ ᐅᕝᕙᓗᓐ ᓂᑦ PC–ᖑᓗᓂ) ᐃᑭᐊᖅᑭᕕᖃᕐᓗᓂ ᕿᓂᕈᒻᒥᑦ (ᐅᑯᓂᙵ Edge, Chrome, ᐅᕝᕙᓘᓐᓖᑦ Firfox–ᒥᑦ) ᐊᒻᒪ ᐃᓗᓪᓕᖅᓯᒪᓗᒍ Adobe Flash–ᒥᑦ
- ᖃᓇᓴᐅᔭᒃᑰᕈᓐᓇᐅᑎᖃᕐᓗᓂ

ᓄᓇᖅᐸᓯᒃᑐᒥ ᐊᑐᐃᓐᓇᐅᕗᖅ ᐅᕙᓂ, Be Internet Awesome website (beinternetawesome.withgoogle.com/en_us/interland)

ᐱᓕᕆᐊᒃᓴᖅ 1

ᐃᑲᕋᑦ ᐊᑐᕐᓂᐊᖅᑐᑦ: 15 ᒥᓂᑦᓯ

ᐃᓕᓐᓂᐊᖅᑏᑦ ᑭᐅᔪᓐᓇᓪᓗᐊᖅᑐᑦ ᐱᓕᕆᐊᕆᓚᐅᖏᓐᓂᕐᒥᓂᒃ ᐊᐱᖅᓲᑎᓂᒃ ᐱᓕᕆᖃᑎᖃᕐᓗᑎᒃ, ᐅᖃᐅᓯᕆᓚᕐᓗᓂᔾᔪᒃ ᑭᐅᖅᑲᐅᔾᔨᑦ ᐃᓕᓐᓂᐊᖃᑎᒋᔭᒥᓄᑦ.

ᖃᕆᓴᐅᔭᒃᑯᑦ ᐱᓕᕆᐊᒃᓴᑦ

ᐱᓐᖑᐊᕐᓂᖅ ᓄᓇᖅᐸᓯᖕᒥᑦ

ᐃᑲᕋᑦ ᐊᑐᕐᓂᐊᖅᑐᑦ: 20 ᒥᓂᑦᓯ

ᐃᓕᓐᓂᐊᖅᑏᑦ ᓄᓇᖅᐸᓯᒃᑐᒥ ᐱᙳᐊᖅᑐᑦ–ᐱᓗᐊᖅᑐᒥ, ᑕᐅᕗᒃᑯᑦ Treasure sub-game-ᒥ ᐃᓕᑦᑎᓗᑎᒃ ᓴᓇᓂᕐᒥᒃ ᓴᙱᔪᓂᒃ ᐃᓯᕈᓐᓇᐅᑎᓂᒃ. ᐃᓕᓐᓂᐊᖅᑏᑦ ᕿᔾᔮᕈᓐᓇᖅᑐᑦ ᑕᐅᕗᒧᑦ ᐱᐅᓴᕐᓗᑎᒃ ᐅᕝᕙᓘᓐᓃᑦ ᐃᓯᕐᓗᑎᒃ Be Internet Awesome website (beinternetawesome.withgoogle.com/en_us/interland/landing/tower-of-treasure).

ᐱᓕᕆᐊᒃᓴᖅ 2

ᐃᑲᕋᑦ ᐊᑐᕐᓂᐊᖅᑐᑦ: 30 ᒥᓂᑦᓯ

ᐊᐱᖅᑯᑎᒋᓗᒋᑦ ᑎᑎᕋᖅᓯᒪᔪᑦ ᐊᑖᓂ ᐃᓕᓐᓂᐊᖅᑎᓄᑦ. ᐃᓕᓐᓂᐊᖅᑏᑦ ᑭᐅᔭᕆᐊᖃᖅᐳᑦ ᐊᐱᖅᑯᑎᒃᓴᓂᒃ ᐃᓖᒃᑰᕐᓗᑎᒃ ᐃᓄᑭᑦᑐᓂᒡᓘᓐᓃᑦ ᐱᓕᕆᖃᑎᕐᓂ, ᐱᓕᕆᖃᑎᕐᒃᑐᓪᓗ ᐅᖃᖅᑎᖏᓪᓗᑎᒃ ᒪᓕᒋᐊᖃᖅᑐᑎᒃ. ᐅᓄᖅᑐᑦ ᑖᒃᑯᐊ ᐊᐱᖅᑯᑎᑦ ᐱᔾᔪᑎᖃᖅᐳᑦ ᑕᒻᒪᖅᓯᒪᙱᕐᔪᑎᒡᓗ ᑕᒻᒪᖅᓯᒪᙱᕐᔪᑎᒡᓗ ᕿᒡᒍᓯᑦ. ᐱᔾᔪᑎᒋᔭᖓ ᑕᒪᑐᒪ ᐱᓕᕆᐊᖑᔫᑉ ᐅᔾᔮᕐᓇᖅᓯᑎᑦᑎᔾᔪᒪᓂᐅᕗᖅ ᐅᖃᖃᑎᖏᓐᓂᕐᒥᒃ ᓄᓇᑐᐃᓐᓇᕐᒥ, ᑕᐃᒪᐃᓕᐅᕐᓂᕐᒥᓂᓗ ᐊᖏᒡᓕᒋᐊᖅᑎᑦᑎᓗᓂ ᐅᔾᔮᕆᔭᖃᕐᓂᕐᒥᒃ ᐱᒻᒪᕆᐊᓗᙵᓂᒃ ᐱᙳᐊᕐᓂᕐᓂᒃ.

ᐃᒃᐱᒋᔭᑎᑦ ᑖᓯᒥᙵ ᑕᐃᔭᐅᔩᒥᑦ *Tower of Treasure*–ᒥᑦ ᐱᙳᐊᕐᓂᕐᒥᒃ

1. ᖃᓄᖅ ᐃᒃᐱᒋᔭᖃᓚᐅᖅᐱᑦ ᐱᙳᐊᖅᑎᓪᓗᑎᑦ ᑖᓯᒥᙵ *Tower of Treasure*-ᒥᑦ?
2. ᑖᓐᓇ *Tower of Treasure* ᖁᕕᐊᒋᓵᖅᐱᐅᒃ?
3. ᑖᓐᓇ*Tower of Treasure* ᐊᒃᓱᕈᕐᓇᕆᓵᖅᐱᐅᒃ? ᐊᒃᓱᕈᕐᓈᖅᐸᑦ, ᑭᓯᐃᒃᑯᐊ ᐊᒃᓱᕈᕐᓈᖅᐸᑦ?
4. ᐱᓐᖑᐊᒃᑳᓂᕋᔭᖅᐱᐅᒃ *Tower of Treasure*–ᖑᔪᖅ?

ᑖᓐᓇ *Tower of Treasure* ᐊᒻᒪ ᐃᓕᓐᓂᐊᕐᓂᖅ

1. ᑖᓐᓇ *Tower of Treasure*–ᔪᖅ ᐊᑐᖅᐹᒍ ᐊᔪᕐᓇᖕᒋᓚᖅ?
2. ᐃᓱᒪᕖᑦ ᑖᓐᓇ *Tower of Treasure*–ᔪᖅ ᐃᑲᔪᕐᓂᖅᑲᕐᓂᐊᖅᐸ ᐊᑐᕈᓐᓇᕐᑎᐊᓕᕐᓗᑎᑦ ᖃᕆᓴᐅᔭᓂᒃ?
3. ᑭᔩᕙᑦ ᐃᓚᖏᑦ “ᓴᙱᔪᑦ” ᐃᓯᕈᓐᓇᐅᑎᑦ?
4. ᐊᔾᔨᒋᙱᑦᑕᖓᓂᒃ ᐱᓕᕆᓇᔭᖅᐱᑦ ᐱᙳᐊᖒᓂᒃᑳᖓᕙᑦ ᑖᓯᒥᙵ *Tower of Treasure*–ᒥᑦ?
5. ᓴᖅᑭᑦᑐᒋᑦ ᐱᖓᓱᓂᒃ ᐊᔪᕈᓐᓃᖅᓴᐅᑎᓂᒃ “ᓴᙱᔪᒥᒃ” ᐃᓯᕈᓐᓇᐅᑎᓂᒃ
6. ᑎᑎᕋᕐᓗᒋᑦ ᐃᓚᖏᑦ ᐆᒃᑑᑎᒃᓴᑦ ᐊᒃᑐᖅᑕᐅᓴᕋᐃᑦᑐᓄᑦ ᑐᑭᓯᒋᐊᕈᑎᒃᓴᑦ ᓴᐳᔾᔭᐅᓯᒪᔪᓇᐊᓖᑦ

ᐅᐸᒃᑲᓂᕐᓗᒋᑦ ᖃᓄᐃᓕᐅᖅᑐᖃᓚᐅᙱᓐᓂᖓᓂ ᐊᐱᖅᑯᑎᒃᓴᐃᑦ 3 ᐊᒻᒪᓗ 4

ᑭᐅᓗᒋᑦ ᑖᒃᑯᐊ ᐊᐱᖅᑯᑎᑦ ᐱᙳᐊᕐᓂᐊᕌᖅᑎᓪᓗᒋᑦ ᓇᓗᓇᐃᕐᓗᒋᓪᓗ ᖃᓄᑐᐃᓐᓇᖅ ᐊᔾᔨᒌᙱᓐᓂᐅᔪᑦ ᑭᐅᔾᔭᐅᔪᑦ ᐅᕙᓂ ᑭᐅᔾᔨᑎᑦᑐ ᑖᒃᑯᓄᙵ ᐊᐱᖅᑯᑎᓄᑦ ᐱᙳᐊᓚᐅᙱᓐᓂᕐᓂ ᑖᓯᒥᙵ *Tower of Treasure*–ᒥᑦ.

1. ᐃᓕᑦᑎᔫᖑᕙᑦ ᖃᓄᑐᐃᓐᓇᖅ ᐱᙳᐊᕈᑎᓂᒃ ᐱᙳᐊᕈᑎᓂᒃ? ᓇᓗᓇᐃᕐᓗᒍ.
2. ᐱᙳᐊᕈᑎᑦ ᐊᑐᖅᑕᐅᔪᓐᓇᖅᐸᑖᑦ ᐃᓕᓐᓂᐊᕐᕕᖕᒥ ᐃᓕᑦᑎᔪᑎᒋᓂᐊᕐᓗᒋᑦ? ᓇᓗᓇᐃᕐᓗᒍ.

ᐱᐅᓯᑎᒋᐊᒃᑲᓂᕐᓗᒍ ᑖᓐᓇ *Tower of Treasure*

1. ᐊᓯᔾᔨᒐᔭᖅᐱᑦ ᐱᐅᓯᕚᑦᓚᑯᑦᓗᒍ ᑖᓐᓇ *Tower of Treasure*? ᐃᓱᒪᒋᔭᖃᕈᓐᓇᖅᑐᑎᑦ ᖃᓄᑐᐃᓐᓇᖅ ᐃᓚᖕᒐᓂᒃ ᐱᙳᐊᕐᓂᐅᑉ, ᐃᓚᐅᓗᑎᒃ:
2. ᐊᓯᔾᔮᓇᔭᖅᐲᑦ ᐱᐅᓯᕆᐊᕈᑎᒃᓴᓂᒃ? ᐃᓱᒪᒋᔭᖃᕈᓐᓇᖅᑐᑎᑦ ᖃᓄᑐᐃᓐᓇᖅ ᐃᓚᖕᒐᓂᒃ ᐱᙳᐊᕐᓂᐅᑉ, ᐃᓚᐅᓗᑎᒃ::
   a. ᑎᑎᕋᖅᓯᒪᔪᑦ
   b. ᓂᐱ
   c. ᓇᓗᓇᐃᔭᐃᔾᔪᑎᑦ

ᖃᐅᔨᒪᓗᒍ ᐱᔾᔪᑎᒋᓪᓗᒍ ᐱᐅᓯᕆᐊᖅᑎᑦᑎᓂᖅ *Tower of Treasure*–ᑯᑦ ᐊᐱᖅᑯᑎᓂᑦ: ᑖᒃᑯᐊ ᒪᑐᐃᖖᒑᖅᑐᑦ ᐊᐱᖅᑯᑎᑦ ᑕᒻᒪᙶᖖᒋᕐᔪᑎᒃ ᑕᒻᒪᙶᖖᒋᕐᔪᑎᒃᓘᓐᓃᑦ ᑭᒍᓯᑦ. ᑖᓐᓇ *Tower of Treasure* (ᐊᒻᒪ ᓄᓇᖅᐸᓯᒃᑐᒥ ᐱᙳᐊᕐᓃᑦ ᑕᒪᐃᓐᓅᓕᙵᔦᑦ), ᐋᖅᑭᒃᓱᖅᑕᐅᑦᑎᐊᖅᓯᒪᔪᖅ ᓈᒻᒪᒃᑲᓂᓗ ᓄᑦᑕᖅᑲᓄᑦ. ᐱᔾᔪᑎᒋᔭᖓ ᑖᒃᑯᐊ ᐊᐱᖅᑯᑎᑦ ᖁᕝᕙᓇᐊᖅᑎᓪᓗᒍ ᐅᖃᖅᑎᒌᒍᑎᑦ ᐃᓕᓐᓂᐊᖅᑎᓄᑦ, ᐋᖅᑭᒃᓯᒐᔪᒃᑐᑦ ᐱᐅᔪᓂᒃ ᐃᓱᒪᒋᔭᒃᓴᓂᒃ ᐱᓪᓗᒍ ᐱᐅᓯᕆᐊᕐᓂᖅ ᑕᕐᓇᔾᔭᒃᓴᑦ ᐱᙳᐊᕈᑎᓂᒃ.

ᐃᑲᔫᑎᒃᓴᒃᑲᓐᓃᑦ

ᐃᑭᐊᖅᑭᕝᕕᑦ

- ᐱᒻᒪᕆᐊᓗᙶᓐᓂᑦ ᐱᙳᐊᖅᑕᐅᔪᓂᑦ ᑕᐃᔭᐅᔦᑦ ᐆᒥᙵ EduTech Wiki–ᒥᑦ (edutechwiki.unige.ch/en/Serious_game)
- ᑕᓪᓚᒪᐅᔦᑦ ᐃᓕᑦᑎᓂᕐᒧᑦ ᐱᙳᐊᕈᑎ: (elearningindustry.com/awesome-learning-game-5-things-make)

ᐅᖃᓕᒫᒐᑦ

- ᐅᑯᐊ ᐅᖃᓕᒫᑦ *Don't Bother Me Mom, I'm Learning* ᑎᑎᕋᖅᑐᖅ ᒫᒃ ᐳᕋᓐᓯᑭ (ISBN-13: 978-1557788580)

ᐱᓐᖑᐊᒐᒃᓴᑦᐊᒻᒪ ᖃᕆᓴᐅᔭᒧᑦ ᑐᖅᑯᒐᒃᓴᑦ

- Learn4Good for Kids (learn4good.com/games/kids.htm)
- Organizations and Companies that Produce Serious Games
- Serious Games Society (seriousgamessociety.org/)
- Top Serious Gaming Companies (ventureradar.com/keyword/Serious%20Gaming)

ᑲᑐᔾᔨᖃᑎᒌᑦ/ᑎᒥᐅᔦᑦ ᐱᙳᐊᕕᒡᔦᐊᖅᑎᑦᑎᕙᒃᑐᑦ

- ᐱᓐᖑᐊᕕᒡᔦᐊᕐᓂᕐᒧᑦ ᑲᑐᔾᔨᖃᑎᒌᑦ (seriousgamessociety.org/)
- ᖁᑦᑎᓛᑦ ᐱᒻᒪᕆᐅᔪᓄᑦ ᐱᓐᖑᐊᕐᓂᕐᓄᑦ ᐱᙳᐊᖅᑎᑦᑎᔩᑦ ᑎᒥᐅᔦᑦ (ventureradar.com/keyword/Serious%20Gaming)

YouTube–ᑯᑦ ᑕᕐᓇᔫᒃᓴᑦ

- ᑖᒃᑯᐊ RBC–ᖑᔪᑦ ᖃᕆᓴᐅᔭᒃᑯᑦ ᐱᔭᐅᔾᔭᐃᖅᓯᒪᓂᖅ—ᓴᙱᔪᑦ ᐃᓯᕈᓐᓇᐅᑏᑦ (youtube.com/watch?v=IhlXtBNNuKs)
- ᑖᒃᑯᐊ BBC Horizons–ᖑᔪᑦ 2015 ᐅᓂᒃᑳᓕᐊᖑᓯᒪᔪᑦ—Are Video Games Really That Bad? (dailymotion.com/video/x38qzq8) (45:40)
- ᑭᓱᓂᒃᑯᐊ ᐱᒻᒪᕆᐊᓗᐃᑦ ᐱᓐᖑᐊᒐᒃᓴᑦ? (youtube.com/watch?v=JmG3fdptY_k) ᑎᑎᕋᖅᑐᖅ ᑳᕈ ᑳᐸ

ᐃᓄᙵᓄᑦ ᑐᓴᐅᒪᔾᔭᓕᕇᔾᔨᑦ ᐱᔾᔨᒃᓴᑦ

- 12–ᖑᔪᑦ ᐱᙳᐊᒐᒃᓴᖅ ᒪᓕᖕᓂᐊᕐᓗᓂ ᑲᔾᔨᖅᓴᐃᓂᖕᒧᑦ ᐱᙳᐊᖕᓂᖕᓂᑦ ᐃᓕᓐᓂᐊᖕᓂᖕᒧᑦ (wearesponge.com/insights/2017/10/12-learning-game-gurus-to-follow)

ᑎᑎᕋᖅᑎ

ᐱᐅᓪ ᑲᐸᕋᓘᔅ ᐃᓕᓴᐃᔾᔨᒪᓇᐅᖃᑕᐅᕗᖅ ᐱᙳᐊᕈᑎᓄᑦ ᐱᕙᓪᓕᐊᑎᑦᑎᓂᕐᒧᑦ ᐱᓕᕆᐊᒥᑦ ᐋᓐᑎᐅᓇᐅᒥ ᖃᕆᓴᐅᔭᓕᕆᔾᔨᑦ ᓯᓚᑦᑐᖅᓴᕕᒡᔦᐊᖓᓂ. ᓯᕗᓕᖅᑎᐅᙵᔪᖅᑕᐅᖅ ᐱᓕᕆᖅᑎᕐᙵᓂᙶ ᐃᓄᐃᑦ ᐃᓚᐅᕝᕕᖏᓐᓂᑦ ᖃᐅᔨᓴᕝᕕᙶᑦ (CHISIL) ᑕᕝᕙᓂ Sunnybrook ᐋᓐᓂᐊᖃᕐᕕᖏᑦᑐᓕᕆᓂᒧᑦ ᖃᐅᔨᓴᕝᕙᐊᓂᑦ. ᒫᓐᓇ ᖃᐅᔨᓴᕈᒪᔭᖏᑦ ᐅᑯᐊᖑᕗᑦ: ᐃᓚᐅᓕᕈᑎᒃᓴᑦ ᐱᓕᕆᔾᔪᑎᑦ, ᐱᙳᐊᕐᔪᐊᕈᑎᑦ, ᐊᔾᔨᓰᙶᑦᑐᑦ ᖃᕆᓴᐅᔭᒃᑯᑦ ᐊᕙᑎᖏᑦ/ᐊᔾᔨᓕᐅᖅᓯᒪᔪᑦ/ᐊᔾᔨᓕᐅᖅᓯᒪᔪᑦ, ᐊᒻᒪ ᐱᓪᓚᑦᑖᖅᑰᔾᔪᑦ 3D (ᐃᓂᐅᔪᑦ) ᓂᐱᖅᑲᖅᑐᑦ. ᐊᐅᓚᑦᑎᓯᒪᔪᖅ ᐅᓄᖅᑐᓂᒃ ᐋᓂᐊᕙᓯᐅᑎᓄᑦ–ᑐᙵᕙᓚᖕᒥᒃ ᖃᕆᓴᐅᔭᒃᑯᑦ ᐱᙳᐊᕐᓂᕐᒥᒃ/ᐱᒻᒪᕆᐅᔪᓂᒃ ᐱᙳᐊᕐᓂᕐᒧᑦ ᐱᓕᕆᐊᒃᓴᓂᑦ ᑭᖑᓂᑦᑎᓐᓂ 15 ᐊᕐᕌᒍᑦ.

ᓇᓗᓇᐃᒃᑯᑕᓕᕆᓂᖅ ᐱᓕᕆᐊᒃᓴᓄᑦᑐ

ᖃᕆᓴᐅᔭᐃᑦ ᐊᒻᒪ ᐃᓅᖅᑎᑦᑏᑦ

ᓴᓇᓯᒪᓂᖓ

ᐃᓕᓐᓂᐊᒐᒃᓴᖅ 2

ᖁᑦᑎᖕᓂᓖᑦ: 4–ᒥᑦ – 6–ᒧᑦ

ᐱᔾᔪᑎᓕᒃ: ᐱᒻᒪᕆᐊᓗᖕᓂᒃ ᐱᙳᐊᖅᑕᐅᔪᓂᒃ

ᐱᔾᔪᑎᖓ: ᐱᓐᖑᐊᕈᑎᐅᑉ ᑕᐅᑦᑐᖓ

ᐃᑲᕐᕋᑦ ᐊᑐᕐᓂᐊᖅᑐᑦ: 85 ᒥᓂᑦᓭ

ᐱᔾᔪᑎᓕᒃ: ᓇᐃᑦᑐᒥᒃ ᖃᐅᔨᑎᑦᑎᓂᖅ ᐱᒻᒪᕆᐊᓗᖕᓂᒃ ᐱᙳᐊᖅᑕᐅᔪᓂᒃ ᑕᐅᑦᑐᒃᓴᖏᓐᓂᒡᓗ

ᓇᓗᓇᐃᔭᐅᑎᑦ

ᐱᙳᐊᕐᓃᑦ ᐱᙳᐊᕐᓂᐅᕗᑦ ᐱᔾᔪᑕᐅᓪᓗᐊᑕᖅᓱᑎᒃ ᐃᓕᓐᓂᐊᕐᓂᖅ ᐱᓕᒻᒪᒃᓴᕐᓂᕐᓗ ᑭᐱᙳᐃᔭᖅᑕᐅᙱᖕᒫᖅᑐᖅ. ᐊᑲᕿᑎᖃᓲᖑᕗᑦ ᐊᔪᙱᓐᓂᓇᔭᐅᔪᓂᒃ ᖃᓇᓴᐅᔭᒃᑯᑦ ᐱᙳᐊᕈᑎᓂᒃ ᐱᔪᒥᓴᕐᓗᒋᑦ ᐃᓚᐅᑎᓪᓗᒋᓪᓗ ᐱᙳᐊᖅᑎᑦ/ᐃᓕᓐᓂᐊᖅᑎᑦ ᑭᓱᓪᓚᓐᖓᓄᑦ ᐱᔾᔪᑎᓄᑦ ᓲᕐᓗ ᐱᕙᓪᓕᐊᑎᓪᓗᒋᑦ ᓄᑖᓂᒃ ᖃᐅᔨᒪᓂᓇᔭᐅᔪᓂᒃ ᐅᑯᐊᓘᓐᓃᑦ ᐊᔪᖅᑕᐅᙱᑦᑐᓂᒃ. ᐱᔾᔪᑎᒋᓪᓗᒋᑦ ᐃᓕᓐᓂᐊᖅᑏᑦ, ᓴᙱᔪᒃᑯᑦ ᐃᓚᐅᑎᑦᑎᓂᖅ ᐊᒃᑐᐊᓂᖃᖅᓯᒪᕗᖅ ᖁᑦᑎᖕᓂᖅᓴᒥᒃ ᐃᓕᓐᓂᐊᕐᓂᕐᒧᑦ ᐊᓂᒍᖅᑕᐅᕙᒃᑐᓂᒃ. ᐊᑐᖃᑦᑕᕐᓂᖅ ᐱᒻᒪᕆᐊᓗᖕᓂᒃ ᐱᙳᐊᕐᓂᕐᓂᒃ ᐊᔾᔨᓐᖏᕈᓘᔭᖅᑐᓂ ᐃᓕᓐᓂᐊᕐᓂᓕᓐᓂᕐᒧᑦ ᐊᔪᕈᓐᓃᖅᓴᕐᓂᕐᒧᓪᓗ ᐊᑐᖅᑕᐅᕙᒃᑐᓄᑦ ᓯᐊᒻᒪᒃᑎᖅᐸᓪᓕᐊᕗᖅ, ᐱᓗᐊᙳᐊᖅᓱᓂ ᒫᓐᓇ ᐃᓅᕙᓪᓕᐊᔪᐃᑦ ᐃᓕᓐᓂᐊᖅᑏᑦ ᐱᕈᖅᐸᓪᓕᐊᓪᓗᑎᒃ ᐊᑐᖅᐸᒃᓱᑎᒃ ᐊᓯᔾᔨᒥᒃ ᐱᙳᐊᕐᓂᕐᒥᒃ ᑕᕐᓇᔭᐅᑎᒃᑯᑦ ᐱᙳᐊᕐᓂᕐᓂᒃ. ᐱᙳᐊᕐᔪᐊᖅᑐᖅᑲᖅᑕᖅᓱᐊᖅᑎᓪᓗᒍ, ᑭᓯᐊᓂ, ᐋᖅᑭᒃᓯᒪᑎᓐᓇᓱᒃᓱᑎᑦ ᐊᔪᕐᓇᖅᑐᖅᓯᐅᕐᓇᖅᐳᖅ. ᐱᓕᕆᕝᕕᒥᐅᑕᐅᖅᑎᕆᙱᕐᑦᑐᓄᑦ ᐱᓕᕆᔾᔪᓯᐅᕗᖅ, ᖃᐅᔨᒪᔭᓕᐊᖃᖅᓱᓂ ᐊᔾᔨᕚᙱᕐᑦᑐᓂᒃ ᐱᓕᕆᐊᒃᓴᓂᒃ ᐅᑯᓂᖓᓗ ᐱᙳᐊᕈᑎᑦ ᐋᖅᑭᒃᓯᒪᓂᒃᓴᖏᑦ ᐊᒻᒪ ᐱᕚᓪᓕᐊᑎᑕᐅᔪᑦ, ᖃᓄᓴᐅᔭᒃᑯᑦ ᖃᐅᔨᓴᖅᑐᓕᕆᓂᖅ/ᐋᖅᑭᒃᓯᐃᓂᖅ, ᐃᓕᓐᓂᐊᕐᓂᖅ (ᐃᓕᓐᓂᐊᖅᑎᑦᑎᓂᕐᒧᑦ ᐋᖅᑭᒃᓯᒪᓂᖅ), ᐃᓗᓕᖕᒋᓪᓗ ᖃᐅᔨᒪᓂᓇᔭᖕᒋᑦ (ᓲᕐᓗ ᐃᓅᓕᓴᐅᑎᑦ/ᐃᓅᓕᓴᐅᑎᑦ/ᐱᓚᒃᑐᐃᔾᔨᑦ ᐃᓱᒪᒋᔭᐅᓕᕝᖓᑕ ᓴᖅᑭᑦᑎᓂᕐᒥᒃ ᐱᕐᔪᐊᓂᒃ ᐱᙳᐊᕈᑎᓂᒃ ᐱᓚᒃᑐᐃᓂᕐᒧᑦ ᐃᓕᓐᓂᐊᖅᑕᐅᔫᒃᓴᓂᒃ). ᐱᕐᔪᐊᓂᒃ ᐱᙳᐊᕈᑎᓂᒃ ᐋᖅᑭᒃᓯᐃᔾᔨᑦ ᓂᓇᐅᒋᔭᐅᙱᒃᑲᓗᐊᖅᑎᓪᓗᒋᑦ ᖃᐅᔨᒪᔾᑕᒻᒪᓇᐅᓗᑎᒃ ᐃᓚᓴᐃᓂᕐᒧᑦ ᐋᖅᑭᒃᓯᒪᔪᓂᒃ ᐊᒻᒪ ᐱᙳᐊᕈᑎᓪᓗᐊᑕᓂᒃ, ᐱᓯᒪᓗᑎᒃ ᐃᓚᖏᓐᓂᒃ ᖃᐅᔨᒪᓂᓇᔭᐅᔪᓂᒃ ᑖᒃᑯᓇᓂ ᐃᓂᓂ ᐃᒪᐃᓐᓂᐊᖅᑐᑦ, ᒥᑭᓛᒃᑯᑦ, ᖁᕝᕙᓇᐊᖅᑎᓪᓗᒍ ᐊᑑᑎᖃᑦᑎᐊᖅᑐᖅ ᑐᓴᐅᒪᔪᓕᓇᓂᖅ ᐊᑯᓂᖕᒋᓐᓂ ᐱᓕᓇᖅᑎᕌᓄᑦ.

ᐃᓕᑦᑎᓂᕐᒧᑦ ᑐᕌᒐᐃᑦ

ᐱᔭᕇᖅᐸᑦ ᑖᓐᓇ ᐃᓕᓐᓂᐊᕈᑎ, ᐃᓕᓐᓂᐊᖅᑎᑦ ᐱᓂᐊᖅᑐᑦ:

1. ᐱᓐᖑᐊᖅᑕᐅᓪᓗᓂ ᐊᒻᒪ ᖃᐅᔨᓴᖅᑕᐅᓪᓗᓂ ᑖᓐᓇ ᐱᒻᒪᕆᐊᓗᖕᓂᑦ ᐱᓐᖑᐊᖅᑕᐅᔪᓂᑦ
2. ᐋᖅᑭᒃᑕᐅᓯᓴᔪᑦ ᑐᑭᓯᐅᒪᓕᓚᐅᖅᑐᑦ ᐱᙳᐊᖅᑕᐅᔭᓇᐊᖃᓪᓚᓇᒃᑐᓂᑦ ᐱᔾᔪᑎᖏᓐᓂᒡᓗ, ᐊᑲᕿᑎᒋᕙᒃᑕᖏᓐᓂᑦ
    ᑭᒡᓕᖃᖅᑐᕐᖏᓐᓂᒡᓗ, ᐱᓕᓐᖃᖅᑎᕐᖑᐊᖏᓐᓂᒡᓗ ᐱᙳᐊᕈᑎᓂᑦ
3. ᖃᐅᔨᒪᓕᕐᓂᕐᒥᑦ ᑭᓱᑦ ᐃᓚᒋᔭᐅᖓᒪ ᐱᕙᓪᓕᐊᑎᑦᓂᑎᕐᒥᑦ ᐱᒻᒪᕆᐅᔪᕐᒥᑦ ᐱᙳᐊᕐᓂᕐᒥᑦ
4. ᐅᔾᔨᕈᓯᓪᓕᕐᓂᕐᒥᑦ ᐅᓄᖅᑐᓂᑦ ᐃᖅᑲᓇᐃᔮᓂᑦ ᐱᕝᕚᖅᑲᕐᓂᐅᔪᓂᑦ ᐱᒻᒪᕆᐅᔪᓂᑦ ᐱᙳᐊᕐᓂᕐᒥᑦ

ᐅᖃᐅᓰᑦ

- **ᐃᓚᐅᑎᑦᑎᓂᖅ**: ᐊᑕᖕᓅᑦᑎᐊᕐᓗᑎᑦ ᐃᓐᓅᖃᑎᒋᓗᒋᑦ, ᐅᔾᔨᕆᑦᑎᐊᕐᓗᒍ, ᖃᐅᔨᔪᒪᑦᑎᐊᕐᓃᑦ, ᐃᓱᒪᒋᔭᖃᕐᓂᖅ, ᓂᕆᐅᒋᔭᖃᕐᓂᖅ, ᐱᓕᕆᐊᖃᓪᓚᕆᒍᒪᓃᓪᓗ ᐱᓕᕆᐊᕆᔭᕐᓄᓪᓘᓐᓃᑦ
- **ᓂᑲᒍᓱᖕᓂᖅ (ᐱᓪᓚᑦᑖᖅᑯᕌᔪᑦ)**: ᖃᓄᖅ ᐊᖏᑎᒋᔪᒥᒃ ᐃᔾᔪᐊᖅᑕᐅᕙᓪᓚᖔᑦ ᓱᓕᔪᑦ
- **ᐱᙳᐊᕈᑎᒥᒃ–ᑐᙵᕕᓕᖕᒥᒃ ᐃᓕᑦᑎᕙᓪᓕᐊᓂᖅ**: ᐊᑐᕐᓗᓂ ᐱᙳᐊᕐᓂᕐᓂᒃ ᐃᓕᓴᐃᓂᐊᕐᓗᓂ ᐊᑕᐅᓰᓐᓇᓕᑎᑦᑎᓂᒃᑯᑦ, ᑲᔪᓯᑎᑦᑎᙱᓐᓂᒃᑯᑦ, ᐊᓂᒍᖅᑎᑦᑎᓂᒃᑯᓪᓗ ᑐᕋᓇᔭᐅᔪᓂᒃ
- **ᐊᔭᐅᖅᑐᐃᓂᖅ**: ᐃᓄᐃᑦ ᖃᓄᐃᓕᐅᖅᑎᓪᓗᒋᑦ ᑐᕋᖓᓇᔾᔨᖕᒋᓐᓂᒃ ᐊᓂᒍᐃᑎᑦᑎᔪᓂᒃ
- **ᐱᓐᖑᐊᕐᓂᖅ**: ᐱᓕᕆᓗᓂ (ᖃᓄᐃᓕᐅᕈᑎᒥᒃ) ᓲᖃᐃᒻᒪ ᐊᓕᐊᓇᐃᓐᓂᖓᓄᑦ ᖁᕕᐊᓇᖅᑑᓪᓗᓂ
- **ᓯᕗᓪᓕᖅᐸᐅᓐᓄᓂ ᓴᓇᔭᐅᓂᖓ**: tᐱᙳᐊᖅᑕᐅᓚᐅᕐᓗᓂ, ᓴᖅᑭᑕᐅᓪᓗᓂ ᖃᐅᔨᓇᓱᒡᓗᑎᒃ ᐊᔪᕐᓇᙱᑐᐃᓐᓇᓂᐊᓕᖕᓂᒃ ᐱᙳᐊᕈᑎᐅᑉ ᑕᐅᑦᑐᐊᓂᒃ
- **ᑕᕐᓇᔭᐅᑎᒃᑯᑦ ᐱᙳᐊᕈᑎ**: ᖃᓄᓴᐅᔭᒃᑯᑦ ᐱᙳᐊᕈᑎᑦ ᐱᙳᐊᖅᑎᑦ ᐊᐅᓚᑉᐸᒃᑕᖅᑎᑦ ᐊᔾᔨᙳᐊᑦ ᑕᕐᓇᔭᕝᕕᖕᒥ
- **ᐱᒻᒪᕆᐅᓪᓗᓂ ᐱᓐᖑᐊᒐᒃᓴᖅ**: ᑕᕐᓇᔭᐅᓯᐅᕐᓂᖅ ᐱᔾᔪᑎᒋᓪᓗᐊᑕᖅᑕᖓ ᐃᓕᓐᓂᐊᕐᓂᖅ, ᐱᓕᒻᒪᒃᓴᕐᓂᖅ, ᒪᓂᓴᐅᑎᑦ, ᐅᑯᐊᓘᓐᓃᑦ ᐱᙳᐊᕈᓯᖕᓂᖅ ᑭᐱᙳᐃᔭᖅᑕᐅᙱᖕᒐᕐᓗᓂ

ᓯᕗᓂᐊᒍᑦ ᐱᓕᕆᓚᐅᖕᒋᑎᓐᓗᒋᑦ ᐊᐱᖅᑯᑏᑦ

1. ᑕᕐᓇᔭᐅᑎᒃᑯᑦ ᐱᓐᖑᐊᖃᑦᑕᖅᐱᑦ? ᐊᖏᕈᕕᑦ:
    a. ᖃᔅᓯᓂᑦ ᐃᑲᕐᕋᓂᑦ ᐱᓇᓱᐊᕈᓯᑕᒫᑦ ᐱᓐᖑᐊᖃᑦᑕᖅᐱᑦ?
    b. ᓇᓕᐊᒃ ᐱᓐᖑᐊᒐᒃᓴᖅ ᖁᕕᐊᕆᓛᓐᓂᕕᐅᒃ?
    c. ᓇᓕᐊᒃ ᐱᐅᕆᓛᓐᓂᕕᐅᒃ ᑕᕐᓇᔭᐅᑎᒃᑯᑦ ᐱᓐᖑᐊᖅᑕᕐᓂᑦ?
    d. ᓇᓕᐊᒡᓚ ᖁᕕᐊᕆᓐᖏᓛᓐᓂᕕᐅᒃ ᑕᕐᓇᔭᐅᑎᒃᑯᑦ ᐱᓐᖑᐊᖅᑕᕐᓂᑦ?
    e. ᖃᓄᖅ ᐃᒃᐱᒍᓱᒃᐸᒃᐱᑦ ᐱᓐᖑᐊᓕᕌᖓᖕᓂ ᑕᕐᓇᔭᐅᑎᒃᑯᑦ ᐱᓐᖑᐊᖅᑕᑦ ᖁᕕᐊᕆᓛᓐᓇᔭᕐᓂᑦ?
2. ᑭᓱ ᑕᕐᓇᔮᒃᓴᓂᒃ ᐱᙳᐊᕈᑎᓂᒃ ᖁᕕᐊᓇᖅᑎᑦᑎᕙᒃᐸ? ᖃᓄᐃᒻᒪ ᐃᓚᖏᑦ ᑕᕐᓇᔭᐅᑎᒃᑯᑦ ᐱᓐᖑᐊᖅᐸᒃᐸᑦ ᐃᑲᕐᕋᓄᑦ ᐅᓄᖅᑐᓄᑦ?
3. ᐃᓕᑦᑎᕙᒃᐱᑦ ᐱᓐᖑᐊᖅᑎᓪᓗᑎᑦ ᐱᓐᖑᐊᕈᑎᓂᒃ? ᓇᓗᓇᐃᕆᑦ.
4. ᑕᕐᓇᔮᒃᓴᑦ ᐱᙳᐊᕈᑎᑦ ᐊᑐᖅᑕᐅᔪᓐᓇᖅᐸᑦ ᐃᓕᓐᓂᐊᕐᕕᖕᒥ ᐃᓕᑦᑎᔾᔪᑎᒋᓂᐊᕐᓗᒋᑦ?

ᐃᓕᓐᓂᐊᕈᑎᒃᓴᓄᑦ ᐊᑦᑕᑕᕐᕖᑦ

ᐱᒻᒪᕆᐅᔪᖅ ᐱᙳᐊᕈᑎᐅᑉ ᐋᖅᑭᒃᓯᒪᓂᖓ ᐋᖅᑭᒃᓯᒪᓂᖅᑲᖅᐳᖅ. ᑖᓐᓇ ᐱᙳᐊᒐᒃᓴᖅ ᐋᖅᑭᒃᓯᒪᓂᖓᓄᑦ ᐊᑐᒐᒃᓴᖅ ᐊᑐᐃᓐᓇᐅᔪᖅ ᖁᕝᕙᓇᐊᕈᑎᒃᑲᓐᓂᖅᓯᖅ ᑕᐃᔭᐅᔪᓂ Making Your First Game: Basics—How to Start Your Game Development (youtube.com/watch?v=z06QR-tz1_o) ᑐᑭᓯᒋᐊᒐᒃᓴᒃᑲᓐᓂᑦ.

ᐊᑐᕈᑎᑦ

- ᑎᑎᕋᐅᑎ ᐃᒪᓕᒃ ᐅᑉᐸᓘᓐᓃᑦ ᑎᑎᕋᐅᑎ ᐊᒻᒪ ᐊᓕᓚᔪᖅ
- ᖃᕆᓴᐅᔭᑦ (Mac-ᖑᓗᓂ ᐅᑉᐸᓘᓐ ᓂᑦ PC–ᖑᓗᓂ) ᐃᑭᐊᖅᑭᕖᖅᑲᓗᓂ ᕿᓂᕈᒻᒥᑦ (ᐅᑯᓂᖓ Edge, Chrome, ᐅᑉᐸᓘᓐᓃᑦ Firfox–ᒥᑦ) ᐊᒻᒪ ᐃᓗᓐᓂᖅᓯᒪᓗᒍ Adobe Flash–ᒥᑦ
- ᖃᕆᓴᐅᔭᒃᑰᕈᓐᓇᐅᑎᖃᕐᓗᓂ

ᐱᓕᕆᐊᒃᓴᖅ 1

ᐃᑲᕐᕋᑦ ᐊᑐᕐᓂᐊᖅᑐᑦ: 15 ᒥᓂᑦᓭ

ᐃᓕᓐᓂᐊᖅᑏᑦ ᑭᐅᔪᓇᓪᓗᐊᖅᑐᑦ ᐱᓕᕆᐊᕆᓚᐅᖏᓐᓂᕐᒥᒃ ᐊᐱᖅᓲᑎᓂᒃ ᐱᓕᕆᖅᑎᖅᑲᕐᓗᑎᒃ, ᐅᖃᐅᓯᕆᓕᕐᓗᓂᔾᔪᒃ ᑭᐅᖅᑲᐅᔭᖏᑦ ᐃᓕᓐᓂᐊᖃᑎᒋᔭᒥᓄᑦ.

ᐱᓪᓗᕆᒃᑐᒃᑯᑦ ᐃᓗᓕᖏᑦ

ᐃᑲᕐᕋᑦ ᐊᑐᕐᓂᐊᖅᑐᑦ: 20 ᒥᓂᑦᓭ (ᑕᕐᓇᔭᐅᑎᒃᑯᑦ)

ᖃᐅᔨᑎᑦᑎᔾᔪᑎᒋᓗᒍ ᐱᙳᐊᖅᑕᐅᕙᐊᖅᑐᑦ ᐃᓕᓐᓂᐊᖅᑎᓄᑦ ᐊᑐᕐᓗᑎᒃ PowerPoint-based ᑕᕐᓇᔮᒃᓴᒥᒃ (youtu.be/852y1PQoe3w). ᑕᕐᓇᔮᒃᓴᖅ ᓴᖅᑮᔭᖅᑎᑦᑎᔪᖅ ᐊᒃᑐᐊᓂᖏᓐᓂᒃ ᐱᙳᐊᕙᐊᕐᓃᑦ ᐱᙳᐊᕈᑎᓪᓗ, ᐱᑎᑦᑎᓪᓗᓂ ᓇᐃᑦᑐᒥᒃ ᕿᒥᕈᓂᕐᒥ ᐱᕙᐊᓂᒃ ᐱᙳᐊᕈᑎᑦ ᐋᖅᑭᒃᓯᒪᓂᖏᓐᓂ ᐱᕙᓪᓕᐊᓂᖏᓐᓂᒡᓗ, ᓴᖅᑭᑎᑦᑎᓪᓗᓂᓗ ᐅᓄᖅᑐᓂᒃ ᐆᒃᑑᑎᓂᒃ ᐱᙳᐊᕙᐊᕐᓂᕐᓂ.

ᖃᕆᓴᐅᔭᒃᑯᑦ ᐱᓕᕆᐊᒃᓴᑦ

ᐱᓐᖑᐊᕐᓗᓂ ᐱᒻᒪᕆᐊᓗᖕᒥᑦ ᐱᓐᖑᐊᒐᒃᓴᒥᑦ

ᐃᑲᕐᕋᑦ ᐊᑐᕐᓂᐊᖅᑐᑦ: 25 ᒥᓂᑦᓭ

ᐃᓕᓐᓂᐊᖅᑏᑦ ᐱᙳᐊᖃᑦᑕᖅᑐᑦ ᑕᐃᔭᐅᔪᒥᑦ *Foodbot Factory*–ᒥᑦ, ᐱᒻᒪᕆᐊᓗᒻᒥᑦ ᐱᙳᐊᕐᓂᕐᒥᑦ ᓴᖅᑭᖅᑕᐅᓵᓚᐅᖅᑐᖅ ᖃᐅᔨᓴᖅᑎᓂᑦ ᐋᓐᓂᐅᓇᐅ ᓯᓚᑦᑐᖅᓴᕝᕕᔾᔪᐊᖓᓂᑦ ᑲᓇᑕᒥᓪᓗ ᐃᓕᓐᓂᐊᑎᑦᑎᓂᕐᒥᑦ ᒪᒃᑯᒃᑐᓂᑦ ᓂᕿᑦᑎᐊᕙᓚᓐᓂᕐᒥᑦ. ᐃᓕᓐᓂᐊᖅᑏᑦ ᐱᙳᐊᓰᑦ ᐃᑭᐊᖅᑭᕝᑯᑦ–ᑐᙵᕕᓕᖕᒥᒃ ᐱᙳᐊᕐᓂᕐᒥᒃ ᐊᐅᓚᑦᑎᓪᓗᑎᓪᓗ ᐱᙳᐊᕐᓂᕐᒥᒃ ᐊᑐᕐᓗᑎᒃ mouse–ᒥᒃ ᐊᐅᓚᑦᑎᔾᔪᑎᒥᑦ. ᖃᓄᐃᓕᐅᕆᐊᖅᑐᓂᒃ ᐱᑕᖅᑎᑕᐅᔪᖅᑲᓪᓗᐊᙱᓕᖅ–ᐱᙳᐊᖅᑏᑦ ᖃᐅᔨᓕᕈᓇᓪᓗᐊᖅᐳᑦ ᖃᓄᐃᓕᐅᕆᐊᖅᓂᕐᒥᒃ ᐊᔪᕐᓇᙱᑦᑐᒃᑯᑦ. ᐱᙳᐊᓯᒋᐊᖅᐸᑕ, ᐃᓕᓐᓂᐊᖅᑎᑦ ᐱᒋᐊᕐᑯᔭᐅᓂᐊᖅᐳᑦ (ᓇᕿᓪᓗᒍ "OK"), ᐊᒻᒪ "ᓇᓃᓐᓂᖓ ᓂᕈᐊᖅᑕᐅᓗᓂ" ᓴᖅᑮᔭᖅᑐᒧᑦ. ᐱᖁᔭᐅᔪᖅ ᐃᓕᓐᓂᐊᖅᑏᑦ ᐱᙳᐊᕐᓗᑎᒃ ᑕᒪᐃᓐᓂᒃ ᑎᓴᒪᓂᒃ ᖁᑦᑎᖕᓂᓕᐅᓂᒃ (ᐃᒥᒐᒃᓴᑦ, ᓂᕿᑦ ᑎᒥᒧᑦ ᐃᑲᔫᑎᔪᑦ, ᐱᕈᖅᑐᕕᓃᑦ ᔫᕐᓇᖅᑐᓪᓗ, ᐸᓚᐅᒑᒃᓴᔭᑦ ᓂᕿᑦ).

ᑖᓐᓇ ***Foodbot Factory*** ᐊᑐᐃᓐᓇᐅᔪᖅ ᐱᓐᖑᐊᕐᓗᒍ ᖃᕆᓴᐅᔭᒃᑯᑦ (bodyzoneontariotechu.github.io/Foodbot-Factory/).

ᐱᓕᕆᐊᒃᓴᖅ 2

ᐃᑲᕐᕿᑦ ᐊᑐᕐᓂᐊᖅᑐᑦ: 25 ᒥᓂᑦᓯ

ᐊᐱᖅᑯᑎᒋᓗᒋᑦ ᑎᑎᕋᖅᓯᒪᔪᑦ ᐊᑖᓂ ᐃᓕᓐᓂᐊᖅᑎᓄᑦ. ᐃᓕᓐᓂᐊᖅᑏᑦ ᕿᐅᔭᕆᐊᕐᑲᖅᐳᑦ ᐊᐱᖅᑯᑎᒃᓴᓂᒃ ᐃᓛᒃᑰᕐᓗᑎᒃ ᐃᓄᑭᑦᑐᓂᒡᔫᓐᓃᑦ ᐱᓕᕆᕐᑲᑎᒌᙶᓂᖅ, ᐱᓕᕆᕐᑲᑎᒌᒃᑐᓪᓗ ᐅᕐᑲᕐᑲᑎᒌᒡᓗᑎᒃ ᒪᓕᒋᐊᕐᑲᖅᑲᐧᓗᑎᒃ. ᐅᓄᖅᑐᑦ ᑖᒃᑯᐊ ᐊᐱᖅᑯᑎᑦ ᐱᔾᔪᑎᕐᑲᖅᐳᑦ ᑕᒪᖅᓯᒪᙵᕐᖓᓗᑎᒡᓗ ᕿᒡᒍᓯᑦ. ᐱᔾᔪᑎᒋᔭᙱ ᐊᐱᖅᑯᑎᐅᑉ ᐅᔾᔮᕐᓇᖅᓯᑎᑦᑎᔪᒪᓂᐅᕗᖅ ᐅᕐᑲᐅᓯᕐᑲᕐᓂᕐᒥᒃ ***Foodbot Factory***–ᒥᑦ ᓱᓕᔪᓂᒃ, ᐃᓕᓐᓂᐊᖅᑎᓂᒡᓗ ᐃᓱᒪᒃᓴᖅᓯᐅᕈᑎᕐᑲᖅᑎᓪᓗᒋᑦ ᐱᔾᔪᑎᕐᑲᕐᓗᑎᒃ ᑕᕐᓇᔭᒐᒃᓴᒥᒃ ᐅᓂᒃᑲᐅᓯᐅᔪᒥᒃ ᑕᒪᒃᑯᓇᙵᑦ ᐊᑐᖅᑕᐅᓪᓚᑦᑖᖅᑐᓂᒃ.

ᐃᒃᐱᒋᔭᑎᑦ ᑖᕐᓯᒪᓐᖓᑦ Foodbot Factory**–ᒥᑦ**

1. ᖃᓄᖅ ᐃᒃᐱᒋᕐᑲᑦᑕᖅᐱᑦ ᐱᓐᖑᐊᖅᓗᒍ *Foodbot Factory*–ᐆᔪᖅ?
2. ᑖᓐᓇ *Foodbot Factory* ᖁᕚᐊᒋᕚᐅᒃ?
3. ᑖᓐᓇ *Foodbot Factory* ᐊᔪᕐᓇᖅᐹ? ᐊᔪᕐᓇᖅᐸᑦ, ᑭᓱ ᐊᔪᕐᓇᕈᑎᒋᓛᖅᐱᐅᒃ?
4. ᐱᓐᖑᐊᒃᑲᓐᓂᕋᔭᖅᐱᐅᒃ *Foodbot Factory*–ᐅᔪᖅ?
5. ᑭᒃᑯᓂᒃᑯᐊ ᑐᕌᒐᕐᑲᖅᐸᑦ ᐃᓕᑦᑎᕝᓚᐊᓗᑎᒃ *Foodbot Factory*–ᒥᑦ?
6. ᖃᓄᖅ ᐃᓱᒪᒋᕙᒋᑦ ᖃᓄᐃᑦᑑᓂᖏᑦ ᑕᐃᑯᓂ *Foodbot Factory*–ᒥᑦ?

Foodbot Factory **ᐊᒻᒪ ᐃᓕᓐᓂᐊᕐᓂᖅ**

1. ᑖᓐᓇ *Foodbot Factory* ᐊᔪᕐᓇᓐᖏᓚᖅ ᐊᑐᕐᓗᒎ?
2. ᖃᓄᑐᐃᓐᓇᖅ ᐃᓕᑦᑎᖅᑲᐅᕚᑦᐱᓐᖑᐊᖅᑐᑎᑦ ᑖᓯᒥᖓ *Foodbot Factory*–ᒦᑦ?
3. ᐱᓐᖑᐊᖅᑐᓂ ᑖᓯᒥᖓ *Foodbot Factory*–ᒥᑦ ᖃᓄᐃᙱᑦᑎᐊᕐᓂᖅᓴᐅᓕᕐᓂᐊᖅᐲᑦ?

ᐱᐅᓯᒋᐊᖅᑎᒃᑲᓂᕐᓂᖅ ᑖᓯᒥᖓ Foodbot Factory–ᒥᑦ

1. ᐃᓱᒪᒌᙳᐊᕐᓚᕗᑦ ᐃᖅᑲᓇᐃᔮᖅᑖᖅᑎᑕᐅᓵᕚᑦ ᐱᒪᓇᐅᓪᓗᓂ ᐱᙳᐊᕐᓂᕐᒧᑦ ᐋᖅᑭᒃᓱᐃᓃᐅᓗᑎᑦ ᐊᒻᒪᓗ ᓯᕗᓪᓕᖅᐹᖅ ᐃᖅᑲᓇᐃᔭᑦ ᐱᐅᓯᒋᐊᕐᓗᒍ ᑖᓐᓇ *Foodbot Factory.*
   a. ᐃᓗᓕᕐᒋᑦ
   b. ᓂᐱᐊ
   c. ᖃᓄᖅ ᐊᑐᕐᓂᕆᔭᑦ ᑖᓯᒧᖓ Foodbot Factory–ᒥᑦ
   d. ᓇᓗᓇᐃᔭᐃᔾᔪᑎᑦ
2. ᖃᓄᐃᑦᑐᓂᑦ ᐊᓯᔾᔨᕐᓇᔭᖅᐱᑦ ᐅᕝᕙᓘᓐᓃᑦ ᐃᓚᒋᐊᖅᓯᓗᑎᑦ ᑖᓯᒥᖓ *Foodbot Factory*–ᒥᑦ ᐊᔪᕐᓇᖕᒋᓐᓂᖅᓴᐅᕐᑯᓪᓗᒎ?
3. ᖃᓄᐃᑦᑐᓂᑦ ᐊᓯᔾᔨᕐᓇᔭᖅᐱᑦ ᐅᕝᕙᓘᓐᓃᑦ ᐃᓚᒋᐊᖅᓯᓗᑎᑦ ᑖᓯᒥᖓ *Foodbot Factory*–ᒥ ᐃᓕᓐᓂᐊᕈᑎᑦᑎᐊᕙᐅᔪᓐᓇᕐᓂᐊᕐᒪᑦ?

ᖃᐅᔨᒪᔭᐅᔭᓇᐊᓕᒃ ᐱᐅᓯᑦᕖᓪᓕᖅᑎᑕᐅᓂᖓᓄᑦ *Foodbot Factory*–ᐅᑉ ᐊᐱᖅᓲᑎᕆᓐᓄᑦ: ᑖᓐᓇ ***Foodbot Factory*** ᐋᖅᑭᒃᑕᐅᓚᐅᖅᑐᖅ ᐅᓄᖅᑐᓄᑦ ᐱᓕᕆᖅᑎᒌᓄᑦ ᐃᓂᖅᑎᕆᓂᐅᓄᑦ ᖃᐅᔨᒪᔨᑕᕐᓄᑦ, ᐃᓚᐅᓪᓗᑎᒃ ᐱᙳᐊᖅᑐᓕᕆᓂᕐᒥ ᐱᕙᓪᓕᐊᑎᑦᑎᓯᒪᔪᑦ/ᖃᓄᓴᐅᔭᓕᕆᔩᑦ, ᐃᓕᓴᐃᔩᑦ, ᓂᕿᑦᑎᐊᕙᓕᕆᓂᕐᒧᓪᓗ ᖃᐅᔨᒪᔨᑦ, ᐊᑐᖅᓯᒪᓪᓗᓂᓗ ᖃᐅᔨᓴᖅᑕᐅᖅᑲᐊᕐᓂᕐᒥᒃ. ᑕᒪᓐᓇ ᐱᔾᔪᑎᒋᓪᓗᒍ, ᐊᑲᐅᙱᑦᑐᐅᕈᑎᒻᒪᕆᑦᑕᖃᙱᑐᐃᓐᓇᕆᐊᓕᒃ. ᐱᔾᔪᑎᒋᔭᖓ ᐊᐱᖅᑯᑎᐅᑉ ᐅᔾᔮᕐᓇᖅᓯᑎᑦᑎᔪᒪᓂᐅᕗᖅ ᐃᓱᒪᒃᓴᖅᓯᐅᑦᑎᐊᖅᓯᒪᓂᕐᒥᒃ ᐱᒪᓇᐊᓗᖕᒥᒡᓗ ᐃᓱᒪᔪᓐᓇᕐᓂᕐᒥᒃ ᐃᓕᓐᓂᐊᖅᑎᓄᑦ. ᐃᓚᖏᑦ ᕿᐅᔪᑕᐅᑐᐃᓐᓇᕆᐊᓖᑦ ᐊᑖᓂ.

- ᐃᓗᓕᕐᒋᑦ: ᐃᓕᓐᓂᐊᖅᑏᑦ ᐅᖃᐅᓯᖃᕈᓐᓇᖅᑐᑦ ᐃᓚᓯᓂᕐᒥᑦ ᐱᓪᓚᑦᑖᖅᑯᔾᔪᓂᑦ 3D-ᓂᑦ ᑎᑎᖅᑐᒐᕐᓂᑦ, ᐊᓯᔾᔨᖅᓯᓂᕐᒥᑦ ᑕᖅᓴᖏᓐᓂᑦ, ᐊᓯᖏᓐᓂᓪᓗ.
- ᓂᐱᖓ: ᐃᓚᓯᓂᖅ ᓂᐱᒃᓂᑦ ᐃᓄᓐᖑᐊᖏᓐᓄᑦ ᑎᑎᖅᑲᓅᙱᑦᑐᖅ (ᐅᖃᓘᑎᕋᓛᖅ ᐱᙳᐊᕈᑎ ᐃᓚᐅᑎᑦᑎᔪᖅ ᐃᓄᙳᐊᑦ ᖃᓄᐃᑦᑑᓂᖏᓐᓄᑦ ᓂᐱᓂᒃ)
- ᓇᓗᓇᐃᔭᕈᑏᑦ: ᓇᓗᓇᐃᔭᕈᑎᖃᕐᓗᑎᑦ ᐱᒋᐊᕐᓂᖓᓂᑦ ᐱᙳᐊᕈᑎᐅᑉ
- ᓇᓗᓇᐃᔭᕈᑏᑦ: ᐊᔪᕐᓇᖅᑐᖅ ᐊᐅᓚᑎᓪᓗᒍ ᐃᓄᙳᐊᖑᔪᖅ ᐅᑎᖅᑕᕐᕕᔅᓗᓂ ᐊᑐᕐᓗᓂ ᐊᐅᓚᑦᑎᔾᔪᑎᒥᑦ ᑕᐃᔭᐅᔪᒥᑦ mouse–ᒥᑦ

ᐃᑲᔫᑎᒃᓴᒃᑲᓅᓂᑦ

ᐃᑭᐊᖅᑭᕖᑦ

- ᐱᒻᒪᕆᐊᓗᖕᓂᑦ ᐱᙳᐊᖅᑕᐅᔪᓂᑦ ᑕᐃᔭᐅᔪᑦ ᐆᒥᖓ EduTech Wiki–ᒥᑦ (edutechwiki.unige.ch/en/Serious_game)
- ᑕᕝᕙᓂ ᐱᒻᒪᕆᐊᓗᖕᓂᑦ ᐱᙳᐊᕈᑎᓂᑦ (onseriousgames.com/)
- 10–ᖑᔪᑦ ᐱᒻᒪᕆᐊᓗᖕᓂᑦ ᐱᙳᐊᕈᑎᓂᑦ ᑖᓐᓇ ᐊᓯᔾᔩᔪᖅ ᓄᓇᕐᔪᐊᕐᒥᑦ (elearningindustry.com/10-serious-games-that-changed-the-world)
- ᑕᓪᓚᒪᐅᔪᑦ ᐃᓕᑦᑎᓂᕐᒧᑦ ᐱᙳᐊᕈᑎ: (elearningindustry.com/awesome-learning-game-5-things-make)

Books

- ᐅᑯᐊ ᐅᖃᓕᒫᑦ *Don’t Bother Me Mom, I’m Learning* ᑎᑎᕋᖅᑐᖅ ᒫᒃ ᐳᕋᓐᔅᑭ (ISBN-13: 978-1557788580)
- ᐅᑯᐊ ᐅᖃᓕᒫᑦ *End-to-End Game Development: Creating Independent Serious Games and Simulations from Start to Finish* ᑎᑎᕋᖅᑐᖅ ᓂᒃ ᐃᐅᐸᐸ ᐊᒻᒪ ᑎᐅᓇ ᐸᐊᔅᑦ (ISBN-13: 978-0240811796)

ᐱᙳᐊᕈᑎᑦ ᐊᒻᒪ ᖃᓄᓴᐅᔾᔪᐊᓇᐊᓖᑦ ᐊᑐᕈᑎᑦ

- ᑕᐃᔭᐅᔪᖅ Learn4Good–ᒥᑦ (learn4good.com/)
- ᑕᐃᔭᐅᔪᖅ *3rd World Farmer*-ᒥᑦ (3rdworldfarmer.org/)
- ᐱᙳᐊᕐᔪᐊᕐᓗᑎᑦ (scoop.it/topic/play-serious-games)
- 50–ᐅᔪᑦ ᐃᑭᐊᖅᑭᕖᙱᑦᑐᑦ ᐱᒻᒪᕆᐊᓗᙵᑦ, ᐃᓕᓐᓂᐊᕐᓂᕐᒧᑦ ᐱᙳᐊᕐᓃᑦ (onlinecolleges.net/50-great-sites-for-serious-educational-games/)

ᑲᑐᔾᔨᖃᑎᒌᑦ/ᑎᒥᐅᔪᑦ ᐱᙳᐊᕝᕚᔪᐊᖅᑎᑦᑎᕚᒃᑐᑦ

- ᐱᓐᖑᐊᕝᕚᔪᐊᕐᓂᕐᒧᑦ ᑲᑐᔾᔨᖃᑎᒌᑦ (seriousgamessociety.org/)
- ᖁᑦᑎᓛᑦ ᐱᒻᒪᕆᐅᔪᓄᑦ ᐱᓐᖑᐊᕐᓂᕐᓄᑦ ᐱᙳᐊᖅᑎᑦᑎᔩᑦ ᑎᒥᐅᔪᑦ (ventureradar.com/keyword/Serious%20Gaming)

YouTube–ᑯᑦ ᑕᕐᕆᔮᒃᓴᑦ

- ᑖᒃᑯᐊ BBC Horizons–ᖑᔪᑦ 2015 ᐅᓂᒃᑳᓕᐊᖑᓯᒪᔪᑦ—*Are Video Games Really That Bad?* (dailymotion.com/video/x38qzq8) (45:40)
- *ᑭᓱᓂᒃᑯᐊ ᐱᓚᕿᐊᓗᐃᑦ ᐱᓐᖑᐊᒐᒃᓴᑦ?* (youtube.com/watch?v=JmG3fdptY_k) ᑎᑎᕋᖅᑐᖅ ᑳᕈ ᑳᐸ
- *ᐃᓱᒪᒃᓴᖅᓯᐅᒃᑲᓐᓂᕐᓂᖅ ᐃᓕᓐᓂᐊᕐᓂᕐᒧᑦ ᐃᓕᑦᑎᕝᓚᐊᓂᕐᒧᓪᓗ ᐱᙳᐊᕐᓂᕐᓂᒃ* (youtube.com/watch?v=D1bVH3KWaC4) ᑎᑎᕋᖅᑐᖅ ᑳᕈ ᑳᐸ

ᐃᓄᖕᓄᑦ ᑐᓴᐅᒪᔪᓕᕆᐊᖅᑎᑦ ᐱᔾᔪᑎᒃᓴᑦ

- 12–ᖑᔪᑦ ᐱᙳᐊᒐᒃᓴᖅ ᒪᓕᖕᓂᐊᕐᓗᓂ ᑲᔪᙱᖅᓴᐃᓂᖑᑦ ᐱᙳᐊᖕᓂᖕᓂᑦ ᐃᓕᓐᓂᐊᖕᓂᖑᑦ (wearesponge.com/insights/2017/10/12-learning-game-gurus-to-follow)

ᑎᑎᕋᖅᑎ

ᐱᐅᓪ ᑲᐸᔫᔅ ᐃᓕᓴᐃᔨᓪᒪᕆᐅᕐᑲᑕᐅᔪᖅ ᐱᙳᐊᕈᑎᓄᑦ ᐱᕙᓪᓕᐊᑎᑦᑎᓂᕐᒧᑦ ᐱᓕᕆᐊᒥᑦ ᐋᓐᑎᐅᕆᐅᒥ ᖃᕆᓴᐅᔭᓕᕆᔾᔪᑎᑦ ᓯᓚᑦᑐᖅᓴᕐᕕᒃᔪᐊᖓᓂ. ᓯᕗᓕᖅᑎᐅᖅᒥᔪᖅᑕᐅᖅ ᐱᓕᕆᖅᑎᕗᓂᖑᒧᑦ ᐃᓄᐃᑦ ᐃᓚᐅᕝᕕᖕᒋᓐᓂᑦ ᖃᐅᔨᓴᕝᕕᖕᒥᑦ (CHISIL) ᑕᕝᕙᓂ Sunnybrook ᐋᓐᓂᐊᕐᕋᖅᓇᖕᒋᑦᑐᓕᕆᓂᕐᒧᑦ ᖃᐅᔨᓴᕝᕙᐊᓂᑦ. ᒦᓐᓇ ᖃᐅᔨᓴᕈᒪᔭᖕᒋᑦ ᐅᑯᐊᖑᔭᑦ: ᐃᓚᐅᓕᕈᑎᒃᓴᑦ ᐱᓕᕆᔾᔪᑎᑦ, ᐱᙳᐊᕐᔪᐊᕈᑎᑦ, ᐊᔾᔨᕆᙱᑦᑐᑦ ᖃᕆᓴᐅᔭᒃᑯᑦ ᐊᕙᑎᖕᒋᑦ/ᐊᔾᔨᓕᐅᖅᓯᒪᔪᑦ/ᐊᔾᔨᓕᐅᖅᓯᒪᔪᑦ, ᐊᒻᒪ ᐱᓪᓚᑦᑖᖅᑯᔾᔪᑦ 3D (ᐃᓂᐅᔪᑦ) ᓂᐱᕐᑲᖅᑐᑦ. ᐊᐅᓚᑦᑎᓯᒪᔪᖅ ᐅᓄᖅᑐᓂᒃ ᐋᓂᐊᕝᕕᓯᐅᑎᓄᑦ–ᑐᙵᕝᕕᓕᖕᒥᒃ ᖃᕆᓴᐅᔭᒃᑯᑦ ᐱᙳᐊᕐᓂᕐᒥᒃ/ᐱᒻᒪᕆᐅᔪᓂᒃ ᐱᙳᐊᕐᓂᕐᒧᑦ ᐱᓕᕆᐊᒃᓴᓂᑦ ᑭᖑᓂᑦᑎᓐᓂ 15 ᐊᕐᕌᒍᑦ.

ᓇᓗᓇᐃᒃᑯᑕᓕᕆᓂᖅ ᐱᓕᕆᐊᒃᓴᓄᑦ

ᖃᕆᓴᐅᔭᐃᑦ ᐊᒻᒪ ᐃᓅᖅᑎᕐᑦ

ᓴᓇᓯᒪᓂᖓ

ᐃᓕᓐᓂᐊᒐᒃᓴᖅ 3

ᖁᑦᑎᖓᓕᖓᓄᑦ: 7–ᒥᑦ/8–ᒧᑦ
ᐱᔾᔪᑎᓕᒃ: ᐱᒻᒪᕆᐊᓗᒃ ᐱᓇᖑᐊᕐᓂᖅ
ᐱᔾᔪᑎᖓ: ᐱᓇᔪᐊᕈᑎᐅᑉ ᑕᐅᑦᑐᖓ
ᐃᑲᕐᕆᑦ ᐊᑐᕐᓂᐊᖅᑐᑦ: 90 ᒥᓂᑦᓯ

ᐱᔾᔪᑎᓕᒃ: ᓇᐃᑦᑐᖅ ᖃᐅᔨᑎᑦᑎᓂᖅ ᐱᒻᒪᕆᐊᓗᖕᓂᒃ ᐱᓇᔪᐊᕈᓯᕐᓂᒃ ᑕᐅᑦᑐᒃᓴᖏᓐᓂᒡᓗ

ᓇᓗᓇᐃᔭᐅᑎᑦ

ᐱᓇᔪᐊᕐᓃᑦ ᐱᓇᔪᐊᕐᓂᐅᑉᐸᑦ ᐱᔾᔪᑕᐅᓪᓗᐊᑕᖅᑐᑎᒃ ᐃᓕᓐᓂᐊᕐᓂᖅ ᐱᓕᒻᒪᒃᓴᕐᓂᕐᒧ ᑭᐱᓇᐃᔭᖅᑕᐅᓂᖏᓐᖏᑦᑐᖅ. ᐊᑲᕐᕈᑎᖃᓚᐅᖏᑉᐸᑦ ᐊᔾᔨᖕᓂᕆᔭᐅᔪᓂᒃ ᖃᕆᓴᐅᔭᒃᑯᑦ ᐱᓇᔪᐊᕈᑎᓂᒃ ᐱᔪᒥᓴᐅᑎᒃᓴᓂᒃ ᐃᓚᐅᑎᐸᒃᐸᓪᓗᒥᓪᓗ ᐱᓇᔪᐊᖅᑏᑦ/ᐃᓕᓐᓂᐊᖅᑏᑦ ᐱᔾᔪᑎᑦᑎᐊᕙᖕᒧᑦ, ᓱᕐᓗ ᐱᕚᓪᓕᖅᑎᓪᓗᑎᑦ ᓄᑖᑦ ᖃᐅᔨᒪᓂᕆᔭᐅᔪᑦ ᐅᑯᐊᓗᓐᓃᑦ ᐊᔪᖅᑕᐅᓂᖅᑐᑦ. ᐱᔾᔪᑎᒋᓪᓗᑎᑦ ᐃᓕᓐᓂᐊᖅᑏᑦ, ᓴᓂᕐᔪᒃᑯᑦ ᐃᓚᐅᑎᑦᑎᓂᖅ ᐊᒃᑐᐊᓂᖅᑲᖅᓯᒪᕗᖅ ᖁᑦᑎᖕᓂᖅᓴᒥᒃ ᐃᓕᓐᓂᐊᕐᓂᕐᒧᑦ ᐊᓂᒍᖅᑕᐅᕙᒃᑐᓂᒃ. ᐊᑐᖅᑖᕐᓂᖅ ᐱᒻᒪᕆᐊᓗᖕᓂᒃ ᐱᓇᔪᐊᕐᓂᕐᓂᒃ ᐊᔾᔨᒌᖕᒋᕈᓘᔭᖅᑐᓂ ᐃᓕᓐᓂᐊᕐᓂᓕᕆᓂᕐᒧᑦ ᐊᔪᕈᓐᓃᖅᓴᕐᓂᕐᒧᓪᓗ ᐊᑐᖅᑕᐅᕙᒃᑐᓄᑦ ᓯᐊᒻᒪᒃᑎᖅᐸᓪᓕᐊᕗᖅ, ᐱᓗᐊᕐᒍᐊᖅᑐᓂ ᒫᓇ ᐃᓅᕙᓪᓕᐊᔪᐃᑦ ᐃᓕᓐᓂᐊᖅᐹᑦ ᐱᕈᖅᐸᓪᓕᐊᓪᓗᑎᒃ ᐊᑐᖅᐸᒃᑐᑎᒃ ᐊᖏᔪᒃᓪᓚᖕᒥᒃ ᐱᓇᔪᐊᕐᓂᕐᒥᒃ ᑕᕆᔭᐅᑎᒃᑯᑦ ᐱᓇᔪᐊᕐᓂᕐᓂᒃ. ᐱᓇᔪᐊᕐᔪᐊᖅᑐᖅᑲᑦᑕᕋᓗᐊᖅᑎᓪᓗᒍ, ᑭᓯᐊᓂ, ᐋᖅᑭᒃᓯᒪᑎᓇᓱᒃᑐᑦ ᐊᔪᕐᓇᖅᑐᖅᓯᐅᕐᓇᖅᐳᖅ. ᐱᓕᕆᐊᕕᖕᒥᐅᑕᐅᖅᑎᓖᕐᒥᑦᑐᓄᑦ ᐱᓕᕆᔪᔨᐅᕙᖅ, ᖃᐅᔨᒪᔭᕆᐊᖅᑲᖅᑐᓂ ᐊᔾᔩᕐᒥᑦᑐᓂᒃ ᐱᓕᕆᐊᒃᓴᓂᒃ ᐅᑯᓂᖓᓗ ᐱᓇᔪᐊᕈᑎᑦ ᐋᖅᑭᒃᓯᒪᓂᒃᓴᖏᑦ ᐊᒻᒪ ᐱᕙᓪᓕᐊᑎᑕᐅᔪᑦ, ᖃᕆᓴᐅᔭᒃᑯᑦ ᖃᐅᔨᓴᖅᑐᓕᕆᓂᖅ/ᐋᖅᑭᒃᓱᐃᓂᖅ, ᐃᓕᓐᓂᐊᕐᓂᖅ (ᐃᓕᓐᓂᐊᖅᑎᑦᑎᓂᕐᒧᑦ ᐋᖅᑭᒃᓱᒪᓂᖅ), ᐃᓗᓕᖕᒋᓪᓗ ᖃᐅᔨᒪᓂᕆᔭᖏᑦ (ᓱᕐᓗ ᐃᓅᓕᓴᐅᑎᑦ/ᐃᓅᓕᓴᐅᑎᑦ/ᐱᓚᒃᑐᐃᓐᓂᑦ ᐃᓱᒪᒋᔭᐅᓕᖔᖓᑕ ᓴᖅᑭᑦᑎᓂᕐᒥᒃ ᐱᕐᔪᐊᓂᒃ ᐱᓇᔪᐊᕈᑎᓂᒃ ᐱᓚᒃᑐᐃᓂᕐᒧᑦ ᐃᓕᓐᓂᐊᖅᑕᐅᔾᔭᓂᒃ). ᐱᕐᔪᐊᓂᒃ ᐱᓇᔪᐊᕈᑎᓂᒃ ᐋᖅᑭᒃᓯᐃᔨᑦ ᓂᕆᐅᒋᔭᐅᒻᒥᒃᑲᓗᐊᖅᑎᓪᓗᒋᑦ ᖃᐅᔨᒪᔨᑕᒻᒪᕆᐅᓗᑎᒃ ᐃᓕᓴᐃᔾᔨᑎᓂᒃ ᐋᖅᑭᒃᓯᒪᔪᓂᒃ ᐊᒻᒪ ᐱᓇᔪᐊᖅᑕᐅᓪᓗᐊᑕᖅᐸᒃᑐᓂᒃ, ᖃᐅᔨᒪᓂᖅᑲᓗᑎᒃ ᑖᒃᑯᓇᓂ, ᕿᓚᒻᒥᐅᓈᒃᑯᑦ, ᐅᔾᔨᕆᔭᐅᓚᖅᑎᓈᖅᓱᒍ ᑐᓴᐅᒪᖅᑎᑦᑎᕐᑎᐊᖅᓂᖅ ᐱᓕᕆᐅᖅᑎᕐᓄᑦ.

ᐃᓕᑦᑎᓂᖅᒧᑦ ᑐᕌᒐᐃᑦ

ᐃᓱᓕᑦᑎᖅᐸᑕ ᐃᓕᓐᓂᐊᖅᑕᒥᖕᓂᑦ, ᐃᓕᓐᓂᐊᖅᑏᑦ ᐊᔪᕈᓐᓂᖅᓂᐊᖅᐳᑦ ᐅᑯᓂᖓ:

1. ᐱᓐᖏᐊᖅᑐᑎᒃ ᕿᒥᕐᕈᑎᒡᓗ ᐱᒻᒪᕆᐅᔪᒥᑦ ᐱᓇᖑᐊᒐᒃᓴᒥᑦ.
2. ᑐᑭᓯᐅᒪᓕᓚᐅᖅᐳᑦ ᐱᓇᔪᐊᖅᑕᐅᕐᔪᐊᖅᑐᓂᒃ ᐱᔾᔪᑎᖏᓐᓂᒡᓗ, ᐊᑲᕐᕈᑎᖏᓐᓂᒃ ᐊᒻᒪ ᑭᒡᓕᖅᑲᖅᑎᑕᐅᓂᖏᓐᓂᒃ, ᐊᒻᒪ ᐊᒃᑐᐊᓂᕆᔭᖏᓐᓂᒃ ᐱᓇᔪᑎᓂᒃ.
3. ᖃᐅᔨᒪᓕᕐᓗᑎᑦ ᑭᓱ ᐃᓚᐅᖕᒪᖔᑦ ᐋᖅᑭᒃᓱᐃᓂᕐᓂᑦ ᐱᒻᒪᕆᐅᔪᒥᑦ ᐱᓇᔪᑎᒥᑦ.
4. ᐅᔾᔨᕈᓱᓕᖅᑎᕐᓯᓂᕐᒥᑦ ᐅᓄᖅᑐᓂᑦ ᐃᖅᑲᓇᐃᔮᓂᑦ ᐱᕙᖅᑭᓂᐅᔪᓂᑦ ᐱᒻᒪᕆᐅᔪᓂᑦ ᐱᓇᔪᐊᕐᓂᕐᒧᑦ.

ᐅᖃᐅᓰᑦ

- **ᐃᓚᐅᑎᑦᑎᓂᖅ**: ᐊᑕᖏᑦᑎᐊᕐᓗᑎᑦ ᐃᓄᓖᖃᑎᒌᒃᑐᑎᑦ, ᐅᔾᔨᕆᑦᑎᐊᕐᓗᒍ, ᖃᐅᔨᔪᒪᑦᑎᐊᕐᓃᑦ, ᐃᓱᒪᒋᔭᖃᕐᓂᖅ, ᓂᕆᐅᒋᔭᖃᕐᓂᖅ, ᐱᓕᕆᐊᖃᓪᓚᕆᒍᒪᓃᓪᓗ ᐱᓕᕆᐊᕆᔭᕐᓄᓪᓗᓐᓃᑦ ᓂᑲᒍᓱᖕᓂᖅ (**ᐱᓪᓚᑦᑖᖅᑯᔫᔾᔪᑦ**): ᖃᓄᐃᑎ ᐃᔾᔪᐊᖅᓯᒪᔪᖅ ᓱᓕᖕᒪᖔᑦ
- **ᐱᓐᖑᐊᕈᑎᒥᒃ–ᑐᙵᕕᓕᖕᒥᒃ ᐃᓕᑦᑎᕚᓪᓕᐊᓂᖅ**: ᐊᑐᕐᓗᓂ ᐱᓇᔪᐊᕐᓂᕐᓂᒃ ᐃᓕᓴᐃᓂᐊᕐᓗᓂ ᐊᑕᐅᔾᔮᓇᓕᑎᑦᑎᓂᒃᑯᑦ, ᑲᔪᓯᑎᑦᑎᖕᓂᖅᑲᑦ, ᐊᓂᒍᖅᑎᑦᑎᓂᒃᑯᓪᓗ ᑐᖅᓱᐃᔭᐅᔪᓂᒃ
- **ᐊᔭᐅᖅᑐᐃᓂᖅ**: ᐃᓄᐃᑦ ᖃᓄᐃᓕᐅᖅᑎᓪᓗᑎᑦ ᑐᖅᓱᒐᐃᔭᕐᓂᖅ ᐊᓂᒍᐃᑎᑦᑎᔪᓂᒃ
- **ᐱᓐᖑᐊᕐᓂᖅ**: ᐱᓕᕆᓗᓂ (ᖃᓄᐃᓕᐅᕈᑎᒥᒃ) ᓲᖃᐃᒻᒪ ᐊᓕᐊᓇᐃᓐᓂᖓᓄᑦ ᖁᕕᐊᓇᖅᑑᓪᓗᓂ
- **ᓯᕗᓪᓕᖅᐸᐅᓐᓄᓂ ᓴᓇᔭᐅᓂᖓ**: tᐱᓇᔪᐊᖅᑕᐅᓵᓕᓗᓂ, ᓴᖅᑭᑕᐅᓪᓗᓂ ᖃᐅᔨᓇᓱᒡᓗᑎᒃ ᐊᔪᕐᓇᖏᑐᐃᓐᓇᖏᓐᓂᐊᓕᖓᓂᒃ ᐱᓇᔪᐊᕈᑎᐅᑉ ᑕᐅᑦᑐᐊᓂᒃ
- **ᑕᕆᔭᐅᑎᒃᑯᑦ ᐱᓇᔪᐊᕈᑎ**: ᖃᓴᐅᔭᒃᑯᑦ ᐱᓇᔪᐊᕈᑎᑦ ᐱᓇᔪᐊᖅᑎᑦ ᐊᐅᓚᐸᒃᑕᖏᑦ ᐊᔾᔨᒍᐊᑦ ᑕᕆᔭᕐᕕᖓ
- **ᐱᒻᒪᕆᐅᑉᓗᓂ ᐱᓇᖑᐊᒐᒃᓴᖅ**: ᑕᕆᔭᐅᓯᐅᕐᓂᖅ ᐱᔾᔪᑎᖏᓪᓗᐊᑕᑕᖓ ᐃᓕᓐᓂᐊᕐᓂᖅ, ᐱᓕᒻᒪᒃᓴᕐᓂᖅ, ᒪᓂᓴᐅᑎᑦ, ᐅᑯᐊᓗᓐᓃᑦ ᐱᓇᔪᐊᕈᓯᖕᓂᖅ ᑭᐱᓇᐃᔭᖅᑕᐅᖏᓐᖏᑐᓂ

ᖃᐅᔨᒪᔾᔪᑎᓄᑦ ᐊᐱᖅᑯᑎᑦ (ᐱᓕᕆᐊᖑᓂᐊᖅᑐᓄᑦ ᐊᐱᖅᑯᑎᑦ)

1. ᑕᕆᔭᐅᑎᒃᑯᑦ ᐱᓐᖑᐊᖅᑲᑦᑕᖅᐱᑦ? ᐊᖏᕈᕕᑦ:
   a. ᖃᔅᓯᓂᑦ ᐃᑲᕐᕌᓂᑦ ᐱᓇᓱᐊᕈᓯᑕᓖᑦ ᐱᓐᖑᐊᖅᑲᑦᑕᖅᐱᑦ?
   b. ᓇᓪᓕᐊᖕᓚ ᖁᕕᐊᒋᓐᖏᓐᓂᖅᑲᕐᓇᕕᐅᒃ ᑕᕆᔭᐅᑎᒃᑯᑦ ᐱᓐᖑᐊᖅᑕᕐᓂᑦ?
   c. ᓇᓪᓕᐊᖕᓚ ᖁᕕᐊᒋᓐᖏᓐᓂᖅᑲᕐᓇᕕᐅᒃ ᑕᕆᔭᐅᑎᒃᑯᑦ ᐱᓐᖑᐊᖅᑕᕐᓂᑦ?
   d. ᖃᓄᖅ ᐃᒃᐱᒍᓱᒃᐸᒃᐱᑦ ᐱᓐᖑᐊᓕᕋᖓᕐᓂ ᑕᕆᔭᐅᑎᒃᑯᑦ ᐱᓐᖑᐊᖅᑕᑦ ᖁᕕᐊᒋᓐᖏᓐᓂᖅᑲᕐᓂᑦ?
2. ᑭᓱ ᑕᕆᔮᒃᓴᓂᒃ ᐱᓇᔪᐊᕈᑎᓂᒃ ᖁᕕᐊᓇᖅᑎᑦᑎᕙᒃᐸ? ᖃᓄᐃᒻᒪ ᐃᓚᖏᑦ ᑕᕆᔭᐅᑎᒃᑯᑦ ᐱᓐᖑᐊᖅᐸᒃᐸᑦ ᐃᑲᕐᕆᓄᑦ ᐅᓄᖅᑐᓄᑦ?
3. ᐃᓕᑦᑎᕚᒃᐱᑦ ᐱᓐᖑᐊᖅᑎᓪᓗᑎᑦ ᐱᓐᖑᐊᕈᑎᓂᒃ? ᓇᓗᓇᐃᖅᑎᑦ.
4. ᑕᕆᔮᒃᓴᑦ ᐱᓇᔪᐊᕈᑎᑦ ᐊᑐᖅᑕᐅᔪᓐᓇᖅᐸᑖᑦ ᐃᓕᓐᓂᐊᕐᕕᖕᒥ ᐃᓕᑦᑎᔾᔪᑎᒋᓂᐊᕐᓗᑎᑦ?

ᐃᓕᓐᓂᐊᕈᑎᒃᓴᓄᑦ ᐊᑦᑕᑦᑖᕐᕕᑦ

ᐱᒻᒪᕆᐅᔪᖅ ᐱᓇᔪᐊᕈᑎᐅᑉ ᐋᖅᑭᒃᓯᒪᓂᖓ ᐋᖅᑭᒃᓯᒪᓂᖅᑲᖅᐳᖅ. ᑖᓐᓇ ᐱᓇᔪᐊᕈᑎ ᐋᖅᑭᒃᓯᒪᓂᖓᓄᑦ ᐱᑦᑎᖅᑲᖅᑐᖅ ᐱᔭᐅᒃᑲᓂᖅᑐᒃ ᑕᐃᔭᐅᔪᖅ ᓯᕗᓪᓕᖅᐹᖅ ᐱᓇᔪᐊᕈᑎ: ᐊᑐᒐᒃᓴᑦ–ᖃᓄᖅ ᐱᒋᐊᕈᓐᓇᕐᒪᖔᖅᐱᑦ ᐱᓇᔪᐊᕐᓂᕐᒧᑦ ᐱᕙᓪᓕᐊᑎᑦᑎᓂᕐᓂ (youtube.com/watch?v=z06QR-tz1_o) ᐱᑎᑦᑎᔪᖅ ᐃᓚᒃᑲᓂᖕᒋᓐᓂ ᓇᓗᓇᐃᔭᐅᑎᓂᒃ.

ᐊᑐᕋᑖᑦ

- ᑎᑎᕋᐅᑎ ᐃᒪᓕᒃ ᐅᕝᕙᓘᓐᓃᑦ ᑎᑎᕋᐅᑎ ᐊᒻᒪ ᐊᓕᓚᔪᖅ
- ᖃᓴᐅᔭᑦ (Mac-ᖑᓗᓂ ᐅᕝᕙᓗᓐ ᓂᑦ PC–ᖑᓗᓂ) ᐃᑭᐊᖅᑭᕕᖅᓗᓂ ᕿᓂᕈᒻᒥᑦ (ᐅᑯᓂᖓ Edge, Chrome, ᐅᕝᕙᓘᓐᓀᑦ Firfox–ᒥᑦ) ᐊᒻᒪ ᐃᓗᓐᓂᖅᓯᒪᓗᒍ Adobe Flash–ᒥᑦ
- ᖃᓴᐅᔭᒃᑰᕈᓐᓇᐅᑎᖃᓗᓂ

ᐱᓕᕆᐊᒃᓴᖅ 1

ᐃᑲᕐᕆᑦ ᐊᑐᕐᓂᐊᖅᑐᑦ: 15 ᒥᓂᑦᓯ

ᐃᓕᓐᓂᐊᖅᑏᑦ ᑭᐅᔪᓐᓇᓪᓗᐊᖅᑐᑦ ᐱᓕᕆᐊᕆᓚᐅᖅᑳᓂᕐᒥᒃ ᐊᐱᖅᓱᑎᓂᒃ ᐱᓕᕆᖃᑎᖃᕐᓗᑎᒃ, ᐅᖃᐅᓯᕆᓪᓗᓂᔾᔪᒃ ᑭᐅᖅᑲᐅᔭᕆᑦ ᐃᓕᓐᓂᐊᖃᑎᒌᔭᒥᓄᑦ.

ᐱᓪᓗᕆᒃᑐᒃᑯᑦ ᐃᓗᓕᖕᒋᑦ

ᐃᑲᕐᕆᑦ ᐊᑐᕐᓂᐊᖅᑐᑦ: 20 ᒥᓂᑦᓯ (ᑕᕆᔭᐅᑎᒃᑯᑦ)

ᖃᐅᔨᑎᑦᑎᔾᔪᑎᒋᓗᒍ ᐱᓇᔪᐊᖅᑕᐅᕙᐊᖅᑐᑦ ᐃᓕᓐᓂᐊᖅᑎᓄᑦ ᐊᑐᕐᓗᑎᒃ PowerPoint-based ᑕᕆᔫᒃᓴᒥᒃ (youtu.be/852y1PQoe3w). ᑕᕆᔫᒃᓴᖅ ᓴᖅᑮᔭᖅᑎᑦᑎᔪᖅ ᐊᒃᑐᐊᓂᖏᓐᓂᒃ ᐱᓇᔪᐊᕙᐊᕐᓃᑦ ᐱᓇᔪᐊᕈᑎᓪᓗ, ᐱᑎᑦᑎᓪᓗᓂ ᓇᐃᑦᑐᒥᒃ ᕿᒥᕐᕈᓂᕐᒥ ᐱᕙᐊᓂᒃ ᐱᓇᔪᐊᕈᑎᑦ ᐋᖅᑭᒃᓯᒪᓂᖏᓐᓂ ᐱᕙᓪᓕᐊᓂᖏᓐᓂᒃᑯ, ᓴᖅᑭᑎᑦᑎᓪᓗᓂᓗ ᐅᓄᖅᑐᓂᒃ ᐆᒃᑑᑎᓂᒃ ᐱᓇᔪᐊᕙᐊᕐᓂᕐᓂ.

ᖃᓴᐅᔭᒃᑯᑦ ᐱᓕᕆᐊᒃᓴᑦ

ᐱᓇᔪᐊᕐᓂᖅ ᐱᒻᒪᕆᐅᔪᒥᑦ ᐱᓇᔪᐊᒐᒃᓴᒥᖅ
ᐃᑲᕐᕆᑦ ᐊᑐᕐᓂᐊᖅᑐᑦ: 15 ᒥᓂᑦᓯ

ᐃᓕᓐᓂᐊᖅᑏᑦ ᐱᓐᖑᐊᕐᓂᐊᖅᑐᑦ ᐆᒥᖓ *Driv-ersEd,*–ᒥᑦ, "ᐊᖁᑦᑐᓇᕐᓂᕐᒧᑦ ᐃᓕᓐᓂᐊᕐᓂᕐᒧᑦ ᐱᓇᔪᐊᕐᓂᖅ ᓄᑖᖅᑲᓄᑦ." ᐊᖁᐋᑦᐊᑐᐃᓇᐅᔪᖅ ᐊᑐᐃᓇᐅᔪᖅ ᐃᓕᓐᓂᐊᖅᑐᓂᑦ 4-ᓂ ᓄᑖᖅᑲᓄᑦ ᐃᑭᐊᖅᑭᕕᖓᓂᑦ (learn4good.com/games/simulation/driverseducation.htm). ᒪᓕᒋᐊᓖᑦ ᐊᑐᕐᓂᐊᕐᓗᓂ ᐱᓇᔪᐊᕐᓂᕐᒥᒃ ᒪᓂᒪᐅᑦ ᐃᑭᐊᖅᑭᕕᒃᑯᑦ.

ᐃᓕᓐᓂᐊᖅᑏᑦ ᒪᓕᒋᐊᖅᑲᖅᐳᑦ ᖃᓄᐃᓕᐅᕆᐊᖅᑲᕐᓂᕐᓂᒃ ᑎᓕᐅᖅᑕᐅᓪᓗᐊᖅᑐᑎᓪᓗ ᐆᒃᑐᖁᔭᐅᓗᑎᒃ ᐃᓱᒪᖅᓱᕐᓗᑎᒃ ᐱᓇᔪᐊᕐᓂᕆᔭᐅᔪᑦ. ᐊᑲᐅᙱᓕᐅᕈᑎᑕᖅᒪᑦ ᑕᒪᑐᒧᖓ ᐱᒻᒪᕆᐊᓗᒻᒧᑦ

ᐱᙳᐊᕐᓂᕐᒧᑦ ᐊᒻᒪ ᐱᓇᓱᐊᕐᓂᕐᒐ ᑕᒪᑐᒪ ᐱᓕᕆᐊᖑᔫᑉ ᐃᓕᓐᓂᐊᖅᑏᑦ ᖃᐅᔾᖁᓪᓗᒋᑦ ᐃᓚᖏᓐᓂᑦ.

ᐱᓕᕆᐊᒃᓴᖅ 2

ᐃᑲᕐᕿᑦᐊᑐᕐᓂᐊᖅᑐᑦ : 25 ᒥᓂᑦᓯ

ᑖᓐᓇ ᐱᓕᕆᐊᖅ ᐃᓚᐅᑎᑦᑎᔪᖅ ᖃᓯᑲᓪᓚᖓᓂᒃ ᐊᐱᖅᑯᑎᓂᑦ ᐊᒃᑐᐊᓂᓕᖓᓄᑦ ᐊᕐᑯᑎᒧᑦ. ᐱᔾᔪᑎᖃᖅᓯᑎᓪᓗᒋᑦ ᐱᓕᕆᐊᒃᓴᒥᒃ, ᐃᓕᓐᓂᐊᖅᑎᑦ ᐱᕙᕐᑲᕐᓂᐊᖅᑐᑦ ᐅᕐᑲᕐᑲᑎᒋᒍᑎᒋᓗᒍ ᐃᓚᖏᑦ ᐊᑲᐅᙱᓕᐅᕈᑎᑦ ᐱᙳᐊᕐᓂᕐᒥ ᐱᕐᑯᔾᔪᑎᒃᓗ ᐱᐅᓯᕆᐊᕈᑎᓂᒃ. ᐊᐱᖅᑯᑎᒋᓗᒋᑦ ᑎᑎᕋᖅᓯᒪᔪᑦ ᐊᑖᓂ ᐃᓕᓐᓂᐊᖅᑎᓄᑦ. ᑭᐅᓪᓗᐊᖅᑐᑦ ᐊᐱᖅᑯᑎᓂᑦ ᐃᓄᑑᓗᑎᒃ ᐅᕝᕙᕌᓐᓃᑦ ᐅᓄᙱᓪᓗᑎᒃ ᑲᑎᙶᔪᑦ, ᑲᑎᙶᔪᓪᓗ ᐅᕐᑲᕐᑲᑎᕆᕆᐊᕐᑲᕐᓗᑎᒃ.

ᐃᒃᐱᒋᔭᐃᑦ ᐆᒧᖓ DriversEd–ᒧᑦ

1. ᖃᓄᖅ ᐃᒃᐱᒋᕐᑲᑦᑕᖅᐱᒃ ᐱᓐᖑᐊᖅᑎᓪᓗᑎᑦ ᐆᒥᖓ DriversEd–ᒥᑦ?
2. ᕐᑯᕕᐊᕆᕕᐅᒃ ᑖᓐᓇ DriversEd–ᖑᔪᖅ?
3. ᐊᔪᕐᓇᖅᐸ ᑖᓐᓇ DriversEd frustrating–ᖑᔪᖅ? ᐊᖏᕈᑯᑦ, ᖃᓄᐃᒻᒪᑦ?
4. ᐱᓐᖑᐊᒃᑲᓐᓂᕋᔭᖅᐱᐅᒃ ᑖᓐᓇ DriversEd–ᖑᔪᖅ?
5. ᑭᒃᑯᑦ ᑐᕌᒐᕐᑲᖅᐸᑦ ᐃᓕᑦᑎᕙᓪᓕᐊᓗᑎᒃ DriversEd-ᒥᑦ ᐃᑲᔪᕐᓂᐊᖅᑐᒥᑦ ᐊᕐᑯᑎᑦᑎᐊᕙᐅᓂᕐᒧᑦ??

DriversEd–ᖑᔪᒥᑦ ᐊᒻᒪ ᐃᓕᓐᓂᐊᕐᒥᖅ

1. ᐊᔪᕐᓇᓐᖏᓛᖅ ᑖᓐᓇ DriversEd–ᖑᔪᖅ ᐊᑐᖅᓱᒍ?
2. ᑭᓱᑐᐃᓐᓇᕐᒥᑦ ᐃᓕᑦᑎᓚᐅᖅᐱᑦ ᐱᓐᖑᐊᖅᓱᒍ ᑖᓐᓇ DriversEd–ᖑᔪᖅ?
3. ᐱᓐᖑᐊᕐᓂᖅ ᑖᓯᒥᖓ DriversEd–ᒥᑦ ᐃᑲᔪᕐᓂᐊᖅᐸ ᐊᕐᑯᑦᑎᐊᕈᓐᓇᕐᓂᕐᒨᑦ?

ᐱᐅᓯᕆᐊᕐᓱᒍ ᑖᓐᓇ DriversEd–ᖑᔪᖅ

1. ᐱᑎᑦᑎᓗᑎᑦ ᐃᓚᖏᓐᓂ ᐅᕐᑲᐅᓯᒃᓴᓂᑦ ᐅᕝᕙᓘᓐᓃᑦ ᓇᓗᓇᐃᔭᖅᓯᒪᔪᓂᒃᓘᓐᓃᑦ, ᐱᓪᓗᒍ DriversEd, ᐃᓱᒪᒋᓗᒋᑦ ᐊᑖᓃᑦᑐᑦ:
   a. ᑎᑎᕋᖅᓯᒪᔪᑦᓂᐱ
   b.)ᖃᓄᐃᓕᐅᕐᑲᑎᕐᑲᖅᐸᒃᐱᑦ (ᖃᓄᖅ ᐱᓕᕆᕐᑲᑎᕐᑲᖅᐸᒃᐱᑦ ᐱᙳᐊᕐᓂᕐᒥᒃ, ᓲᕐᓗ ᐃᒪᓐᓇ, ᖃᓄᖅ ᐊᕐᑯᕐᑲᑦᑕᖅᐱᑦ ᓄᓇᒃᑰᕈᑎᒥᑦ?)
   c. ᓇᓗᓇᐃᔭᐅᑎᑦ

4. ᑭᓱᑦ ᐊᓯᔾᔨᕈᑎᑦ ᐅᕝᕙᓘᓐᓃᑦ ᐃᓚᒋᐊᕈᑎᓪᓘᓐᓃᑦ ᐱᔭᕐᓂᕐᓂᖅᓴᐅᑎᓪᓗᒍ ᐊᑐᕆᐊᒃᓴᖅ ᑖᓐᓇ DriversEd–ᖑᔪᖅ?
5. ᑭᓱᑦ ᐊᓯᔾᔨᕈᑎᑦ ᐃᓚᒋᐊᕈᑏᓪᓘᓐᓃᑦ ᐃᒪᓐᓇᐅᕐᑯᔨᓇᔭᖅᐱᑦ DriversEd–ᒥᑦ ᐃᓕᓴᐃᑦᑎᐊᕐᓂᖅᓴᐅᕐᑯᓗᒋᑦ?

ᐃᓚᖏᑦ ᑭᐅᔾᔪᑕᐅᑐᐃᓐᓇᕆᐊᓖᑦ ᐱᓕᕆᐊᖑᔪᒧᑦ 2-ᒧᑦ ᐊᐱᖅᑯᑎᓄᑦ

- ᑎᑎᕋᐅᔭᖅᓯᒪᔪᑦ: ᐃᒪᓐᓇᐅᓚᔫᒃᐳᑦ, ᑎᑎᕋᐅᔭᖅᓯᒪᔪᑦ ᑕᐃᒪᓐᓇᑎᑐᑦ ᐱᙳᐊᕐᓂᕆᔭᐅᔪᒧᑦ ᖃᓄᐃᙲᓪᓚᑦ ᐃᓕᓐᓂᐊᖅᑏᑦ ᐃᓚᓯᕐᑯᔾᔪᑐᐃᓐᓇᕆᐊᖃᖅᐳᑦ ᐱᓪᓚᑦᑖᖅᑰᔾᔪᓂᑦ 3D–ᓂᒃ ᑎᑎᕋᐅᔭᖅᓯᒪᔪᓂᒃ ᐊᓯᔾᔨᖅᑎᕆᓗᑎᒡᔫᓐᓃᑦ ᑕᖅᓴᖏᓐᓂᒃ, ᐊᓯᖏᓐᓂᒡᓗ.
- ᓂᐱᖓ: ᓂᐱᖅᑯᖅᑐᑐᐃᓐᓇᕆᐊᓕᒃ–ᓂᐱᖅᑯᖅᑐᓗᓂ, ᓂᐱᖓ ᐱᙳᐊᕐᓗᓂ ᐱᕆᐊᓚᐅᙱᕆᑎᓪᓗᒍ, ᓂᐱ ᐊᔾᔨᖃᙱᑦᑐᖅ ᖃᓄᐃᓕᖓᓂᖓᓄᑦ ᐱᙳᐊᕐᓂᖅ (ᓲᕐᓗ, ᒪᓕᑦᑎᐊᖅᑐᖅ ᐱᙳᐊᖅᑐᖅ ᖃᓄᐃᓕᐅᕋᓗᐊᖅᐸᑦ)
- ᓇᓗᓇᐃᔭᐅᑎᖏᑦ: ᑐᑭᓯᓇᓐᖏᓗᐊᖅᑐᑦ
- ᖃᓄᐃᓕᐅᕐᑲᑦᑕᐅᑎᓃᑦ: ᐊᐅᓚᑎᑦᑎᓂᖏᑦᑐᖅ ᓄᓇᒃᑯᕈᑎ ᑎᒃᑯᐊᖓᔪᒥᑦ ᐊᑐᕈᑎᓄᑦ; ᐱᕆᐊᖅᑕᐅᓯᒪᖏᑦᑐᖅ
- ᐋᖅᑭᒃᑲᓂᕆᐊᕐᓃᑦ:
  - ᐱᐅᓂᖅᓴᒥᑦ ᓇᐃᓴᐅᓯᖅᓱᐃᓂᕐᒥᑦ, ᓯᕗᓕᐅᖅᑎᓂᑦ ᑎᑎᕋᖅᓯᔪᓂᑦ ᕐᑯᑦᑎᓂᖅᑳᓂᑦ ᓈᓴᐅᑎᓂᑦ, ᐊᑐᐃᓇᐅᑎᑦᑎᓂᕐᒥᑦ "ᐊᖏᔪᒥᑦ" ᑐᓂᕐᕈᓯᐊᕐᒥᑦ ᐱᙳᐊᖅᑐᖅ ᑲᔪᓯᓂᕐᑲᑦᑎᐊᖅᐸᑦ (ᓲᕐᓗ., ᐊᕐᑯᑦᑐᖅᓯᐅᑎ)
  -)ᑎᑎᖅᑐᒐᖅᓯᒪᔪᑦ ᐃᑲᔫᑎ ᐃᑲᔪᕐᓂᐊᕐᓗᒋᑦ ᐱᙳᐊᖅᑏᑦ ᐱᓕᕆᐊᓯᓴᖏᓐᓄᑦ (ᓲᕐᓗ, ᑎᒃᑯᐊᖓᔪᑦ ᑐᑭᒧᐊᒍᑎᕐᑲᕐᓗᑎᑦ ᐊᑐᖅᑎᒧᑦ ᓴᓂᓕᕇᑎᓪᓗᒋᑦ ᓄᓇᒃᑰᕈᑎᓄᑦ ᓄᖅᑲᖓᕕᓐᓂᑦ)
- ᐊᕐᓇᖅ ᐃᓕᓴᐃᔨ–ᓈᒻᒪᒃᑐᖅ?

ᐃᑲᔫᑎᒃᓴᒃᑲᓐᓃᑦ

ᐃᑭᐊᖅᑭᕕᑦ

- ᐱᒻᒪᕆᐊᓗᖕᓂᑦ ᐱᓐᖑᐊᖅᑕᐅᔪᓂᑦ ᑕᐃᔭᐅᔫᑦ ᐆᒥᖓ EduTech Wiki–ᒥᑦ (edutechwiki.unige.ch/en/Serious_game)
- 10–ᖑᔪᑦ ᐱᒻᒪᕆᐊᓗᖕᓂᑦ ᐱᓐᖑᐊᕈᑎᓂᑦ ᑖᓐᓇ ᐊᓯᔾᔩᔪᖅ ᓄᓇᕐᔪᐊᕐᒥᑦ (elearningindustry.com/10-serious-games-that-changed-the-world)
- ᑕᓪᓚᒪᐅᔪᑦ ᐃᓕᑦᑎᓂᕐᒧᑦ ᐱᙳᐊᕈᑎ: (elearningindustry.com/awesome-learning-game-5-things-make)
- ᑕᐃᔭᐅᔪᖅ Learn4Good–ᒥᑦ (learn4good.com/)

Books

- ᐅᑯᐊ ᐅᖃᓚᒫᑦ *Don't Bother Me Mom, I'm Learning* ᑎᑎᕋᖅᑐᖅ ᒫᒃ ᐳᕋᓐᔅᑭ (ISBN-13: 978-1557788580)
- ᐅᑯᐊ ᐅᖃᓚᒫᑦ *End-to-End Game Development: Creating Independent Serious Games and Simulations from Start to Finish* ᑎᑎᕋᖅᑐᖅ ᓂᒃ ᐃᐅᐸᐸ ᐊᒻᒪ ᑎᐅᕆ ᐳᐊᔅᑦ (ISBN-13: 978-0240811796)

ᐱᙳᐊᕈᑎᑦ ᐊᒻᒪ ᖃᕆᓴᐅᔭᕐᒧᐊᕆᐊᓖᑦ ᐊᑐᕈᑎᑦ

- ᑕᐃᔭᐅᔪᖅ *3rd World Farmer*-ᒥᑦ (3rdworldfarmer.org/)

- ᐱᙳᐊᕐᔪᐊᕐᓗᑎᑦ (scoop.it/topic/play-serious-games)
- 50–ᐅᔪᑦ ᐃᑭᐊᖅᑭᕕᖕᒦᑦᑐᑦ ᐱᒻᒪᕆᐊᓗᖕᓄᑦ, ᐃᓕᓐᓂᐊᕐᓂᕐᒧᑦ ᐱᙳᐊᕐᓃᑦ (onlinecolleges.net/50-great-sites-for-serious-educational-games/)

ᑲᑐᔾᔨᖃᑎᒌᑦ/ᑎᒥᐅᔪᑦ ᐱᙳᐊᕕᒡᔪᐊᖅᑎᑦᑎᕙᒃᑐᑦ

- ᐱᓐᖑᐊᕕᒡᔪᐊᕐᓂᕐᒧᑦ ᑲᑐᔾᔨᖃᑎᒌᑦ (seriousgamessociety.org/)
- ᕐᑯᑦᑎᓛᑦ ᐱᒻᒪᕆᐅᔪᓄᑦ ᐱᓐᖑᐊᕐᓂᕐᓄᑦ ᐱᙳᐊᖅᑎᑦᑎᔩᑦ ᑎᒥᐅᔪᑦ (ventureradar.com/keyword/Serious%20 Gaming)

YouTube–ᑯᑦ ᑕᕐᕆᔮᒃᓴᑦ

- ᑖᒃᑯᐊ BBC Horizons–ᖑᔪᑦ 2015 ᐅᓂᒃᑳᓕᐊᖑᓯᒪᔪᑦ—*Are Video Games Really That Bad?* (dailymotion.com/video/x38qzq8) (45:40)
- *ᑭᓯᓂᒃᑯᐊ ᐱᓪᓚᕿᐊᓗᐃᑦ ᐱᓐᖑᐊᒐᒃᓴᑦ?* (youtube.com/watch?v=JmG3fdptY_k) ᑎᑎᕋᖅᑐᖅ ᑳᕈ ᑳᐸ

ᐃᓱᒪᒃᓴᖅᓯᐅᒃᑲᓂᕐᓂᖅ ᐃᓕᓐᓂᐊᕐᓂᕐᒧᑦ ᐃᓕᑦᑎᕙᓪᓚᐊᓂᕐᒧᓪᓗ ᐱᙳᐊᕐᓂᕐᓂᒃ (youtube.com/watch?v=D1bVH3KWaC4) ᑎᑎᕋᖅᑐᖅ ᑳᕈ ᑳᐸ

ᐃᓄᖕᓄᑦ ᑐᓴᐅᒪᔪᓕᕆᔾᔪᑎᑦ ᐱᔾᔪᑎᒃᓴᑦ

- 12–ᖑᔪᑦ ᐱᙳᐊᕙᒃᓴᖅ ᒪᓕᖕᓂᐊᕐᓗᓂ ᑲᔪᖏᖅᓴᐃᓂᖕᒧᑦ ᐱᙳᐊᖕᓂᖕᓂᑦ ᐃᓕᓐᓂᐊᖕᓂᖕᒧᑦ (wearesponge.com/insights/2017/10/12-learning-game-gurus-to-follow)

ᑎᑎᕋᖅᑎ

ᐃᓕᓴᐃᔾᔪᐊᖅ ᐱᐅᓪ ᑲᕝᕋᔫᔅ ᐃᓕᓴᐃᔨᒪᓂᐅᕐᑲᑕᐅᕗᖅ ᐱᙳᐊᕈᑎᓄᑦ ᐱᕙᓪᓕᐊᑎᑦᑎᓂᕐᒧᑦ ᐱᓕᕆᐊᒥᑦ ᐋᓐᑎᐅᕆᐅᒥ ᖃᕆᓴᐅᔭᓕᕆᔾᔪᑎᑦ ᓯᓚᑦᑐᖅᓴᕐᕕᒃᓯᐊᕐᒥ. ᓯᕗᓕᖅᑎᐅᖏᔪᖅᑕᐅᖅ ᐱᓕᕆᕐᑲᑎᑉᕐᓂᖕᒧᑦ ᐃᓄᐃᑦ ᐃᓚᐅᕝᕕᖏᓐᓂᑦ ᖃᐅᔨᓴᕐᕕᖕᒥᑦ (CHISIL) Sunnybrook ᐋᓐᓂᐊᕐᖃᕐᓇᖏᑦᑐᓕᕆᓂᕐᒧᑦ ᖃᐅᔨᓴᕐᕕᐊᓂᑦ. ᒫᓐᓇ ᖃᐅᔨᓴᕈᒪᔭᖏᑦ ᐅᑯᐊᖑᕗᑦ: ᐃᓚᐅᓕᕈᑎᒃᓴᑦ ᐱᓕᕆᔾᔪᑎᑦ, ᐱᙳᐊᕐᔪᐊᕈᑎᑦ, ᐊᔾᔨᑦᑎᖏᑦᑐᑦ ᖃᕆᓴᐅᔭᒃᑯᑦ ᐊᕙᑎᖏᑦ/ᐊᔾᔨᓕᐅᖅᓯᒪᔪᑦ/ᐊᔾᔨᓕᐅᖅᓯᒪᔪᑦ, ᐊᒻᒪ ᐱᓪᓚᑦᑖᖅᑰᔾᔪᑦ 3D (ᐃᓂᑖᑦ) ᓂᐱᖃᖅᑐᑦ. ᐊᐅᓚᑦᑎᓯᒪᔪᖅ ᐅᓄᖅᑐᓂᒃ ᐋᓐᓂᐊᕕᓯᐅᑎᓄᑦ–ᑐᙵᕕᓕᖕᒥᒃ ᖃᕆᓴᐅᔭᒃᑯᑦ ᐱᙳᐊᕐᓂᕐᒥᒃ/ᐱᒻᒪᕆᐅᔪᓂᒃ ᐱᙳᐊᕐᓂᕐᒧᑦ ᐱᓕᕆᐊᒃᓴᓂᑦ ᑭᖑᓂᑦᑎᓐᓂ 15 ᐊᕐᕌᒍᑦ.

ᓇᓗᓇᐃᒃᑯᑕᓕᕆᓂᖅ ᐱᓕᕆᐊᒃᓴᓄᑦ

ᖃᕆᓴᐅᔭᐃᑦ ᐊᒻᒪ ᐃᓅᖃᑎᒋᑦ

ᓴᓇᓯᒪᓂᖓ

ᐃᓕᓐᓂᐊᕐᕕᒃᓴᖅ 4

ᖁᑦᑎᖕᓂᓖᑦ: 9–ᒥᑦ – 12–ᒧᑦ

ᐱᔾᔪᑎᓕᒃ: ᐱᒻᒪᕆᐊᓗᖕᓂᒃ ᐱᓪᓗᐊᖅᑕᐅᔪᓂᒃ

ᐱᔾᔪᑎᖓ: ᐱᓐᖑᐊᕈᑎᐅᑉ ᑕᐅᑦᑐᖓ

ᐃᑲᕐᕋᑦ ᐊᑐᕐᓂᐊᖅᑐᑦ: 125 ᒥᓂᑦᓯ

ᐱᔾᔪᑎᓕᒃ: ᓇᐃᑦᑐᒥᒃ ᖃᐅᔨᑎᑦᑎᓂᖅ ᐱᒻᒪᕆᐊᓗᖕᓂᒃ ᐱᓪᓗᐊᖅᑕᐅᔪᓂᒃ ᑕᐅᑦᑐᒃᓴᖕᖏᓐᓂᖓᓗ

ᓇᓗᓇᐃᔭᐅᑎᑦ

ᐱᓪᓗᐊᕐᓃᑦ ᐱᓪᓗᐊᕐᓂᐅᕗᑦ ᐱᔾᔪᑕᐅᓪᓗᐊᑕᖅᑐᑎᒃ ᐃᓕᓐᓂᐊᕐᓂᖅ ᐱᓕᒻᒪᒃᓴᕐᓂᕐᓗ ᑭᐱᓪᓗᐃᔭᖅᑕᐅᓪᓕᖓᖅᑐᖅ. ᐊᑲᕿᑎᖅᑲᓰᖑᕗᑦ ᐊᔪᓪᓕᓂᕐᓗᔭᐅᔪᓂᒃ ᖃᕆᓴᐅᔭᒃᑯᑦ ᐱᓐᖑᐊᕈᑎᓂᒃ ᐱᔪᒥᒃᓴᕐᓗᑎᑦ ᐃᓚᐅᑎᓪᓗᑎᓪᓗ ᐱᓪᓗᐊᖅᑎᑦ/ᐃᓕᓐᓂᐊᖅᑎᑦ ᑭᓯᐅᓕᕆᓂᕐᓂᑦ ᐱᔾᔪᑎᓄᑦ ᓱᕐᓗ ᐱᕙᓪᓕᐊᑎᓪᓗᑎᑦ ᓄᓛᓂᒃ ᖃᐅᔨᒪᓂᕆᔭᐅᔪᓂᒃ ᐅᕙᑦᑐᓐᓃᑦ ᐊᔪᖅᑕᐅᓪᓕᑦᑐᓂᒃ. ᐱᔾᔪᑎᒋᓪᓗᑎᑦ ᐃᓕᓐᓂᐊᖅᑏᑦ, ᓴᓪᓕᔪᒃᑯᑦ ᐃᓚᐅᑎᑦᑎᓂᖅ ᐊᒃᑐᐊᓂᖅᓯᒪᕗᖅ ᖁᑦᑎᖕᓂᖅᓴᒥᒃ ᐃᓕᓐᓂᐊᕐᓂᕐᒧᑦ ᐊᓂᒍᖅᑕᐅᕙᒃᑐᒃ. ᐊᑐᖅᑕᕐᓂᖅ ᐱᒻᒪᕆᐊᓗᖕᓂᒃ ᐱᓪᓗᐊᕐᓂᕐᓂᒃ ᐊᔾᔨᒌᒍᑎᒋᔫᖅᑐᓂ ᐃᓕᓐᓂᐊᕐᓂᓕᕆᓂᕐᒧᑦ ᐊᔪᕈᓐᓃᖅᓴᕐᓂᕐᒧᑦᓗ ᐊᑐᖅᑕᐅᕙᒃᑐᑦ ᓯᔪᓪᓚᒃᑎᖅᐸᑦᓕᐊᕗᖅ, ᐱᓗᐊᓪᓗᐊᖅᑐᓂ ᒫᓇ ᐃᓄᐃᕙᓪᓕᐊᔪᐃᑦ ᐃᓕᓐᓂᐊᖅᑏᑦ ᐱᕈᖅᐸᓪᓕᐊᓪᓗᑎᒃ ᐊᑐᖅᐸᓪᓗᑎᒃ ᐊᖏᔪᒥᒃ ᐱᓪᓗᐊᕐᓂᕐᒥᒃ ᑕᕝᕙᐅᑎᒃᑯᑦ ᐱᓪᓗᐊᕐᓂᕐᓂᒃ. ᐱᓪᓗᐊᕐᔪᐊᖅᑐᖅᑲᖅᑲᑦᑕᕋᓗᐊᖅᑎᓪᓗᒍ, ᑭᓱᐊᓂ, ᐋᖅᑭᒃᓱᐃᒪᓂᕆᔪᓐᓇᑦᑎᑦ ᐊᔪᓇᖅᑐᖅᓯᒪᕗᖅ. ᐱᓕᕆᕝᕕᖓᒥᐅᑕᐅᖅᑲᐅᑎᓐᖏᖅᑐᓄᑦ ᐱᓕᕆᔾᔨᐅᕙᖅ, ᖃᐅᔨᒪᔭᕆᐊᖅᑲᖅᑐᖅ ᐊᔾᐱᓐᖏᖅᑐᒃ ᐱᓕᕆᐊᖅᓴᓂᒃ ᐅᑯᓂᖓᓗ ᐱᓐᖑᐊᕈᑎᑦ ᐋᖅᑭᒃᓱᕐᒪᒃᓴᖕᖏᑦ ᐊᒻᒪ ᐱᕚᓪᓕᐊᑎᑕᐅᔪᑦ, ᖃᓄᐃᓕᐅᖅᑐᑦ ᖃᐅᔨᓴᖅᑐᓕᕆᓂᖅ/ᐋᖅᑭᒃᓱᐃᓂᖅ, ᐃᓕᓐᓂᐊᖅᑏᑦ (ᐃᓕᓐᓂᐊᖅᑎᑦᑎᓂᕐᒧᑦ ᐋᖅᑭᒃᓱᒪᓂᖅ), ᐃᓗᓕᖕᓂᕐᒥᓗ ᖃᐅᔨᒪᓂᓕᕆᓂᖅ (ᓱᕐᓗ ᐃᓅᓕᓴᐅᑎᑦ/ᐃᓅᓕᓴᐅᑎᑦ/ᐱᓕᒃᑐᐃᔭᑦ ᐃᑯᒪᒋᔭᐅᓕᕌᖓᑕ ᓴᖅᑭᑎᕐᓂᒃ ᐱᕐᔪᐊᓂᒃ ᐱᓐᖑᐊᕈᑎᓂᒃ ᐱᓕᒃᑐᐃᓂᕐᒧᑦ ᐃᓕᓐᓂᐊᖅᑕᐅᔪᓐᓂᒃ). ᐱᕐᔪᐊᓂᒃ ᐱᓐᖑᐊᕈᑎᓂᒃ ᐋᖅᑭᒃᓱᐃᔾᔪᑎ ᓂᕈᐅᕆᔭᐅᖕᒋᒃᑲᓗᐊᖅᑎᓪᓗᑎᑦ ᖃᐅᔨᒪᔩᑦᑕᓚᐅᓗᑎᒃ ᐃᓕᓴᐃᓂᕐᒧᑦ ᐋᖅᑭᒃᓱᐃᔪᒃ ᐊᒻᒪ ᐱᓐᖑᐊᕈᑎᓪᓗᐊᑕᓂᒃ, ᐱᓯᒪᓗᑎᒃ ᐃᓕᖕᓂᒃ ᖃᐅᔨᒪᓂᓴᐅᔪᓂᒃ ᑖᒃᑯᓂ ᐃᓂᓂ ᐃᒪᐃᓐᓂᐊᖅᑐᑦ, ᒥᑭᔫᒃᑯᑦ, ᖁᕝᕙᓂᐊᖅᑎᑦᑐᒍ ᐊᑑᑎᖃᑎᐊᖅᑐᖅ ᑐᓴᐅᒪᔪᓕᓐᓂᖅ ᐊᑯᓂᖕᒋᓐᓂ ᐱᓕᕆᖃᑎᖃᕐᓂᖓᓐᓄᑦ.

ᐃᓕᑦᑎᓂᕐᒧᑦ ᑐᕌᒐᐃᑦ

ᐱᔭᕇᖅᐸᑦ ᑖᓇ ᐃᓕᓐᓂᐊᕈᑎ, ᐃᓕᓐᓂᐊᖅᑎᑦ ᐱᓂᐊᖅᑐᑦ:

1. ᐋᖅᑭᒃᑕᐅᓯᒪᔪᑦ ᑐᑭᓯᐅᒪᓕᓚᐅᖅᑐᑦ ᐱᓪᓗᐊᖅᑕᐅᓴᕆᐊᖃᖅᑐᓂᑦ ᐱᔾᔪᑎᖕᒋᓐᓂᓗ, ᐊᑲᕿᑎᕆᕙᒃᑕᖕᒋᓐᓂᑦ ᑭᒡᓕᖅᑲᖕᓂᖕᒋᓐᓂᓗ, ᐃᓕᓴᖅᑎᑦᑎᖕᓂᖕᒋᓐᓂᓗ ᐱᓪᓗᐊᕈᑎᓂᑦ
2. ᖃᐅᔨᒪᓕᕐᓂᕐᒥᑦ ᑭᓱᑦ ᐃᓕᖅᓱᐃᒪᖔᑕ ᐱᕙᓪᓕᐊᑎᑦᑎᓂᕐᒥᑦ ᐱᒻᒪᕆᐅᔪᒥᑦ ᐱᓪᓗᐊᕐᓂᕐᒥᑦ
3. ᐅᔾᔨᕈᓯᓕᕐᓂᕐᒥᑦ ᐅᓄᖅᑐᓂᑦ ᐃᖅᑲᓇᐃᔮᓂᑦ ᐱᕕᖃᕐᓂᐅᔪᓂᑦ ᐱᒻᒪᕆᐅᔪᓂᑦ ᐱᓪᓗᐊᕐᓂᕐᒥᑦ

ᐅᖃᐅᓰᑦ

- **(ᖃᓄᓯᐅᔭᒃᑯᑦ) ᐱᓪᓗᐊᕐᓂᖅ:** ᐱᓪᓗᐊᕐᓂᖅ ᓄᓇᖑᐊᒥᐅᓄᑦ ᐊᑐᖅᓗᓂ ᓈᓴᐅᓯᕆᓂᕐᒧᑦ ᐋᖅᑭᐅᒪᔪᓂᒃ ᑕᑯᒃᓴᐅᔪᖕᓇᖅᑐᒃ ᖃᓄᑕᐅᔭᒃᑯᑦ ᑕᑯᒃᓴᐅᔪᒃᑯᑦ
- **ᐱᓐᖑᐊᕈᑎᒥᒃ–ᑐᙵᕕᓕᖕᒥᒃ ᐃᓕᑦᑎᕙᓕᐊᓂᖅ:** ᐊᑐᕐᓗᓂ ᐱᓪᓗᐊᕐᓂᕐᓂᒃ ᐃᓕᓴᐃᓂᐊᕐᓗᓂ ᐊᑕᐅᓯᕐᓇᓕᑎᑦᑎᓂᒃᑯᑦ, ᑲᔪᖏᑎᑦᑎᖕᒋᓂᒃᑯᑦ, ᐊᓂᒍᖅᑎᑦᑎᓂᒃᑯᓪᓗ ᑐᕌᓯᐅᔪᓂᒃ
- **ᐱᓐᖑᐊᕐᓂᖅ:** ᐱᓕᕆᓗᓂ (ᖃᓄᐃᓕᐅᕈᑎᒃ) ᓲᖃᐃᒻᒪ ᐊᓕᐊᓇᐃᓐᓂᖓᓄᑦ ᖁᕝᕙᐊᓇᖅᑑᓗᓂ
- **ᓯᕗᓪᓕᖅᐸᐅᓄᓂ ᓴᓇᔭᐅᓂᖓ:** tᐱᓪᓗᐊᖅᑕᐅᓕᓗᓂ, ᓴᖅᑭᑕᐅᓗᓂ ᖃᐅᔨᓴᕈᓘᑎ ᐊᔾᔨᓇᖏᑐᐃᓐᓇᐊᓕᖕᓂᒃ ᐱᓐᖑᐊᕈᑎᐅᑉ ᑕᐅᑐᐊᓂᒃ
- **ᐱᒻᒪᕆᐅᓪᓗᓂ ᐱᓐᖑᐊᕐᕕᒃᓴᖅ:** ᑕᕝᕙᓴᐅᓯᐅᕐᓂᖅ ᐱᔾᔪᑎᓪᓗᐊᑕᖅᑕᖓ ᐃᓕᓐᓂᐊᕐᓂᖅ, ᐱᓕᒻᒪᒃᓴᕐᓂᖅ, ᒪᓕᒃᓴᐅᑎᑦ, ᐅᕙᑦᑐᓐᓃᑦ ᐱᓐᖑᐊᕈᓐᓂᖅ ᑭᐱᓪᓗᐃᔭᖅᑕᐅᓪᓕᖓᖅᑐᓂ
- **ᐆᒃᑐᕐᓃᑦ:** ᓴᖅᑭᑎᒃᑳᕐᓂᕐᓂᖅ ᐱᓪᓕᖅᑐᒥᒃ ᓄᓇᖑᐊᒥ ᐱᕙᓪᓕᐊᓂᐅᔪᒥᒃ ᐊᐅᓚᑦᑎᔪᒥ ᐊᕙᑎᓕᒥᒃ, ᐃᓕᐅᑎᑦᑎᓪᓗᓂ ᓴᖅᑭᑎᑦᑎᓂᕐᒥᒃ ᒪᓕᒐᕐᓂᒃ ᐊᑐᖅᑕᐅᔪᓐᓇᖅᑐᓂᓗ ᑭᒡᓕᖅᑐᐃᓂᕐᒧᑦ ᓄᓇᖑᐊᒥᒃ, ᐊᒻᒪᐃᑦᑖᒃ ᐊᐅᓚᓯᒪᓪᓗᑎᑦ ᑕᒪᒃᑯᐊ ᐊᑐᖅᑕᐅᔪᓐᓇᖅᑐᑦ ᖃᐅᔨᓴᕐᓗᒥᑦ ᖃᓄᐃᓕᐅᖅᑐᖅᑲᖅᑲᓐᓂᑦ
- **ᑕᕝᕙᓴᐅᑎᒃᑯᑦ ᐱᓐᖑᐊᕈᑎ:** ᖃᓄᓯᐅᔭᒃᑯᑦ ᐱᓐᖑᐊᕈᑦ ᐱᓪᓗᐊᖅᑎᑦ ᐊᐅᓚᑉᐸᒃᑕᖕᒋᑦ ᐊᔾᔨᓪᓗᐊᑦ ᑕᕝᕙᓴᕕᖕᒥ

ᓯᕗᓂᐊᒍᑦ ᐱᓕᕆᓚᐅᖕᖏᑎᓪᓗᒋᑦ ᐊᐱᖅᑯᑏᑦ

1. ᑕᕝᕙᓴᐅᑎᒃᑯᑦ ᐱᓐᖑᐊᖅᑕᖅᐱᑦ? ᐊᖏᕈᕕᑦ:
   a. ᖃᔅᓯᓂᑦ ᐃᑲᕐᕋᓂᑦ ᐱᕙᓯᐊᕈᓚᐅᖅᑦ ᐱᓐᖑᐊᖅᑕᖅᐱᑦ?
   b. ᓇᓕᐊᒃ ᐱᓐᖑᐊᕐᕕᒃᓴᖅ ᖁᕕᐊᕆᓛᕆᕙᐅᒃ?
   c. ᑭᓱ ᐅᐱᒋᓛᕆᕙᐅᒃ ᑕᕝᕙᓴᐅᑎᒃᑯᑦ ᐱᓐᖑᐊᕈᑎ (ᓱᕐᓗ, ᓯᕗᓪᓕᖅ ᐃᓅᒃ ᖁᐱᕆᐊᖅᑎ, ᐋᖅᑭᒃᓯᒪᒐᖅ, ᐊᐅᓚᒃᑖᕐᓂᖅ, ᐱᓐᖑᐊᕐᓂᖅ, ᐊᓯᖏᓐᓗ)?
2. ᑭᓱ ᑕᕝᕙᓴᐅᑎᒃᑯᑦ ᐱᓐᖑᐊᕈᑎᓂᒃ ᖁᕕᐊᓇᖅᑎᑦᑎᕙᒃᐸ? ᖃᓄᐃᒻᒪ ᐃᓕᖕᓂᑦ ᑕᕝᕙᓴᐅᑎᒃᑯᑦ ᐱᓐᖑᐊᖅᐸᒃᐸᑦ ᐃᑲᕐᕋᓂᑦ ᐅᓄᖅᑐᓂᑦ?
3. ᐃᓕᑦᑎᕙᐱᑦ ᐱᓐᖑᐊᖅᑎᑦᑐᑎᑦ ᐱᓐᖑᐊᕈᑎᓂᒃ? ᓇᓪᓗᓇᐃᕐᓕᒋᑦ
4. ᐱᓐᖑᐊᕐᓂᖅ ᐊᑐᑎᖅᑲᖅ ᐱᓐᖑᐊᕐᓂᕐᒧᑦ? ᑎᑎᕋᕐᓗᑎᑦ ᐃᓕᖕᑦ ᐆᒃᑐᑎᑦ ᐱᓐᖑᐊᖕᓂᖕᒧᑦ.
5. ᖃᓄᖅ ᓂᕈᐊᑦ ᐃᓕᑦᑎᕙᐱᑦ?

ᐃᓕᓐᓂᐊᕈᑎᒃᓴᓄᑦ ᐊᑦᑕᑦᕿᑦ

ᐅᕙᓂ ᐱᓐᖑᐊᕈᑎᐅᑉ ᐋᖅᑭᒃᓯᒪᓂᖓᓄᑦ ᐊᑐᒐᒃᓴᖅ Brackeys–ᒥ ᑕᐃᔭᐅᔪᖅ ᖃᓄᖅ ᑕᕝᕙᓴᒃᓴᓕᐅᕐᓗᓂ ᐱᓐᖑᐊᕈᑎ ᐊᑕᐅᓯᐅᖅᑎᑎᖕᓂᕐᒥ (youtube.com/watch?v=IlKaB1etrik).

ᐊᑐᕈᑎᑦ

- ᑎᑎᕋᐅᑎ ᐃᒪᓕᒃ ᐅᕙᕙᓃᓐᓂᑦ ᑎᑎᕋᐅᑎ ᐊᒻᒪ ᐊᓕᓚᔪᖅ
- ᖃᓄᓯᐅᔭᒃᑯᕌᓇᐅᑎᖃᕐᓗᓂ

ᐱᑦᑐᓇᒃᑐᒃᑯᑦ ᐃᓗᓕᖕᒋᑦ

ᐃᑲᕐᕋᑦ ᐊᑐᕐᓂᐊᖅᑐᑦ: 27 ᒥᓂᑦᓯ (ᑕᕝᕙᓴᐅᑎᒃᑯᑦ)

ᖃᐅᔨᑎᑦᑎᔾᔪᑎᒋᓗᒍ ᐱᓪᓗᐊᖅᑕᐅᕐᔪᐊᖅᑐᑦ ᐃᓕᓐᓂᐊᖅᑎᓄᑦ ᐊᑐᕐᓗᑎᒃ PowerPoint-based ᑕᕝᕙᓴᒃᓯᒥᒃ (youtu.be/DltfP4ZFGs8). ᑖᓇ ᑕᕝᕙᓴᒃᓴᖅ ᐱᑎᑦᑎᕗᖅ ᐱᒋᐊᕈᑎᓂᒃ ᑐᓴᖅᑕᐅᔪᓐᓂᒃ ᐱᒻᒪᕆᐊᓗᓐᓄᑦ ᐱᓪᓗᐊᕐᓂᓴᐅᔪᓄᑦ ᑕᒃᓴᐅᑎᑦᑎᓪᓗᓂᓗ ᐊᒃᑐᐊᓂᓴᐅᔪᓂᒃ ᐱᒻᒪᕆᐊᓗᖕᓄᑦ ᐱᓪᓗᐊᕐᓂᓴᐅᔪᓄᑦ, ᑕᕝᕙᓴᒐᓚᐅᑦ ᐱᓪᓗᐊᕐᓄᑦ, ᐱᓪᓗᐊᖅᑕᐅᕙᒃᑐᓄᓪᓗ. ᑕᕝᕙᓴᒃᓴᑦ ᓴᖅᑭᑕᐅᔪᑦ ᑕᕝᕙᓂ ᑕᕝᕙᓴᒃᓴᒥ ᐱᑎᑦᑎᔾᔪᖅᑐᑦ ᑭᒡᒍᑎᓂᒃ ᐊᐱᖅᑯᑎᓄᑦ ᖃᓄᐃᓕᐅᕈᑎ 1..1.

ᐱᓕᕆᐊᒃᓴᖅ 1

ᐃᑲᕐᕋᑦ ᐊᑐᕐᓂᐊᖅᑐᑦ: 30 ᒥᓂᑦᓯ

ᑲᑎᖕᒐᐅᖅᑐᑦ ᐱᖓᓱᓂᑦ ᑎᓴᒪᓂᑦᑐᓐᓃᑦ, ᐃᓕᓐᓂᐊᖅᑏᑦ ᑭᐅᔭᕆᐊᖏᑦ ᐊᐱᖅᑯᑎᓂᑦ ᑎᑎᕋᖅᓯᒪᔪᓂᑦ ᐊᑖᓂᑦ ᐱᓪᓗᐊᕐᓂᕐᒧᑦ ᓴᓇᓯᒪᓂᖓᓂᑦ. ᐊᑐᐃᓐᓇᐅᑎᑦᓯᓂᕐᒥᑦ ᐊᐱᖅᑯᑎᓂᑦ ᐊᔾᔨᒋᐊᖑᔪᒪᔪᓂᑦ ᐃᓂᖃᕐᓂᕐᒥᑦ ᑭᐅᒃᑲᖅᑐᐃᓐᓇᕐᓂᕐᒥᑦ ᐊᑐᓂᑦ. ᐃᒪᓐᓇᐅᓇᓯᒋᔭᐅᑎᓪᓗᒍ, ᐅᓂᕐᓂᖅᑎᑦ, ᐊᑦᑐᕐᒨᕆᓪᓗᒋᑦ, ᐃᓕᓐᓂᐊᖅᑏᑦ ᐃᓯᓕᑦᑕᖅᑐᒥᒃ ᖃᐅᔨᒪᓂᖅᑲᕐᓂᖕᒋᓐᓂᒃ ᐱᒻᒪᕆᐊᓗᖕᒥᒃ ᐱᓪᓗᐊᕐᓂᕐᒧᑦ ᐱᕙᓪᓕᐊᓂᖅᑐᔪᒥᒃ, ᑕᒪᓐᓇ ᐱᓕᕆᓪᓕᖔᕐᓗᓂ ᐱᓕᕆᐊᖃᑦᑕᖅ ᖃᐅᔨᑎᑦᑎᓂᐊᖅᐸᑦ ᐃᓕᓐᓂᐊᖅᑎᓂᒃ ᑕᐅᑦᑐᒃᓴᓕᐅᕐᓂᕐᒧᑦ ᐱᕙᓪᓕᐊᓂᕐᒧᑦ ᑲᔪᓯᓂᖅᑐᐅᕙᒃᑐᒧᑦ ᑐᓴᖅᑎᓪᓗᒋᓪᓗ ᐱᔾᔪᑕᐅᑐᐃᓐᓇᕆᐊᓕᖕᓂᒃ ᐊᑲᐅᖕᒋᓕᕈᑎᒋᔭᐅᔪᓐᓄᑦ ᓴᖅᑭᑐᐃᓐᓇᕆᐊᓕᖕᓂᒃ. ᐃᓕᓐᓂᐊᖅᑏᑦ ᓂᐊᖃᖅᑐᑎᒃ ᐅᖃᓪᓚᖁᔭᐅᓴᕆᐊᖃᖅᐳᑦ, ᐅᖃᐅᓯᖃᖅᑐᑎᓪᓗ ᐃᓯᒪᒋᔭᕆᐊᓂᒃ ᐱᓕᕆᖃᑎᒋᔭᒥᑦ, ᑭᓯᐊᓂᓗᑕᐅᖅ ᐅᖃᓪᓚᒋᐊᖅᑲᖅᓯᕗᑎᒃ ᐃᓕᓐᓂᐊᖅᑎᓄᑦ ᐊᓯᖕᓂᐊᓂᑦ ᐱᓕᕆᖃᑎᖃᕐᑐᓂᑦ.

ᓇᓗᓇᐃᖅᓯᓂᖅ ᐱᙳᐊᕈᑎᒋᓯᕐᓂᒃ

1. ᐅᖃᐅᓯᕆᓗᒍ ᐱᒪᕆᐅᔪᖅ ᐱᙳᐊᕈᑎ ᓴᓇᔪᒪᓇᓯᖅᑕᕐᓂᒃ ᐱᕙᓪᓕᐊᑎᓪᓗᒍᓗ
2. ᑲᙳ ᖓᒪ ᖃᓄᖅ ᐱᒪᕆᐅᔪᖅ ᐱᙳᐊᕈᑎ ᐊᑐᖅᑕᐅᓇᓱᕐᒪᑦ?
3. ᑭᓱᒥᒃ ᓂᕈᐅᒋᓯᕐᑲᖅᐱᑦ ᐱᙳᐊᖅᑕᐅᔪᖅ ᐊᓂᒍᖅᑎᑦᑎᓂᐊᕐᓂᖔᓂᒃ? ᑭᓲᕙ ᑐᕌᕈᓯᖓ ᐱᙳᐊᕐᓂᕈᓯᕐᓂ?
4. ᑭᒃᑯᓐᓂᒃ ᑐᕌᒐᖅᑲᖅᐱᑦ ᐃᓕᑦᑎᕙᓪᓕᐊᔪᓂᑦ?

ᓴᓇᓯᒪᓂᕈᓯᖓ ᐱᕙᓪᓕᐊᑎᑕᐅᓂᖓᓗ ᐱᓕᕆᖅᑎᒋᑦ

1. 1. ᓇᓗᓇᐃᔭᒃᑭᑦ ᐱᕙᓪᓕᐊᑎᑦᑎᔨᖅᑯᑎᑎᑦ
2. 2. ᑭᓱᓂᒃ ᐃᑲᔫᑎᒃᓴᓂᒃ ᐱᔭᕇᐊᖅᑲᖅᐱᑦ ᐋᖅᑭᒃᓱᐃᓂᐊᕈᕕᑦ ᐊᒻᒪ ᐋᖅᑭᒃᓱᐃᓂᐊᕈᓯᓯ ᑖᓱᒥᙵ ᐱᒪᕆᐊᓗᙵᒥᒃ ᐱᙳᐊᕈᑎᒥᒃ?

ᐋᖅᑭᒃᓯᒪᓂᒃᓴᙵ ᐊᒻᒪ ᐱᕙᓪᓕᐊᑎᑕᐅᓂᖓ

1. ᐱᑎᑦᑎᓗᑎᑦ ᐃᓚᖏᓐᓂᒃ ᓇᓗᓇᐃᔭᐅᑎᓂᒃ ᐱᓪᓗᒍ ᐱᕐᔪᐊᖅᑐᖅ ᐱᙳᐊᕈᑎᒋᔭᕐ. ᐃᓚᖏᑦ ᐃᓱᒪᒋᔭᕆᐊᓖᑦ:
   a. ᖃᓄᐃᑦᑐᖅ ᐱᒪᕆᐅᔪᖅ ᐱᙳᐊᕐᓂᖅ (ᓱᕐᓗ ᐋᖅᑭᒃᓱᒐᖅ, ᖃᓄᐃᓕᐅᕈᓘᔭᕐᓂᖅ, ᐱᙳᐊᕐᓂᖅ, ᐱᙳᐊᕐᓂᖅ, ᐱᙳᐊᕐᓂᖅ, ᐊᓱᖏᓪᓗ)?
   b. ᖃᓄᖅ ᓂᑲᒍᓱᙱᖅ (ᐱᓪᓚᑦᑖᖅᑯᐋᔪᖅ) ᐱᙳᐊᕐᓂᕈᓴᐃᑦ ᐱᖃᕐᓂᐊᖅᐸ?
   c. ᖃᓄᖅ ᐃᓕᓐᓂᐊᖅᑏᑦ ᓯᕗᓪᓘᐊᒃᑎᑦᑎᓂᐊᖅᐸᑦ ᐱᙳᐊᕐᓂᕈᔭᒃᑯᑦ?
   d. ᖃᓄᖅ ᐃᓕᓐᓂᐊᖅᑏᑦ ᖃᐅᔨᒪᓂᐊᖅᐸᑦ ᖃᓄᖅ ᐱᕙᓪᓕᐊᑎᒋᙱᓚᖓᑕ ᐱᙳᐊᖅᑎᓪᓗᒋᑦ?
   e. ᑖᓐᓇ ᐊᑕᐅᓯᐅᕙ ᐅᕝᕙᓘᓐᓃᑦ ᐊᒥᓱᓄᑦ-ᐃᓕᓐᓂᐊᖅᑎᓄᑦ ᐱᙳᐊᕈᑎ?
2. ᖃᓄᐃᓕᐅᕆᐊᖃᕐᓂᐊᖅᐱᑦ ᐱᙳᐊᕐᓂᐊᖅᑎᓪᓗᒋᑦ (ᓲᕐᓗ, ᖃᓄᐃᓕᐅᕆᐊᖅᑲᖅᐱᑦ ᐱᒋᐊᕐᓂᖓᓂ ᐊᑐᓕᖅᑎᑦᑎᓂᕐᒧᑦ ᐱᓂᐊᖅᑕᕐᓂᒃ)?

ᖃᐅᔨᓴᕐᓂᖅ ᐱᒪᕆᐅᔪᒥᑦ ᐱᙳᐊᕈᑎᒋᔭᕐᓂᒃ

1. ᑭᓱᓂᒃ ᐱᕙᓪᓕᐊᓂᕐᓂ ᒪᓕᒃᓂᐊᖅᐱᑦ ᖃᐅᔨᓴᕐᓗᒍ ᐱᙳᐊᕐᓂᕈᔭᑦ (ᓲᕐᓗ, ᖃᓄᕐᓕ ᖃᐅᔨᒪᕙᑦ ᐱᙳᐊᕐᓃᑦ ᖃᓄᐃᓕᐅᕐᓂᐊᕐᒪᖔᑦ ᐱᔭᕇᐊᖅᑲᖅᑕᖔᕐᓂᒃ)? ᐃᓚᖏᑦ ᐃᓱᒪᒋᔭᕆᐊᓖᑦ:
   b. ᖃᓄᖅ ᖃᐅᔨᓴᕐᓂᕈᓴᐃᑦ ᓴᖅᑭᑎᑦᑎᓂᐊᖅᐸ?
   c. ᖃᓄᐃᓕᐅᖅᑰᖅᐱᑦ ᓇᓗᓇᐃᔭᐅᑎᓄᑦ ᖃᐅᔨᓴᕈᑎᖏᓄᑦ ᖃᐅᔨᔭᑎᑦᑎᔾᔪᑎᓄᑦ?

ᐱᓪᓗᓇᒃᑐᒃᑯᑦ ᐃᓗᓕᕆᑦ

ᐃᑲᕐᖑᑦ ᐊᑐᕐᓂᐊᖅᑐᑦ: 27 ᒥᓂᑦᓯ (ᑕᕐᓇᔭᐅᑎᒃᑯᑦ) ᖃᐅᔨᑎᑦᑎᔾᔪᑎᒋᓗᒍ ᐱᙳᐊᖅᑕᐅᕐᔪᐊᖅᑐᑦ ᐃᓕᓐᓂᐊᖅᑎᓄᑦ ᐊᑐᕐᓗᑎᒃ PowerPoint-based ᑕᕐᓇᔮᒃᓴᒥᒃ (youtu.be/Dnt2d_BNrlU),

ᖃᓄᓴᐅᔭᒃᑯᑦ ᐱᓕᕆᐊᒃᓴᖅ

ᐱᓐᖑᐊᕐᓂᖅ ᑖᓯᒥᙵ ᐱᒪᕆᐅᔪᒥᑦ ᐱᓐᖑᐊᕈᑎ

ᐃᑲᕐᖑᑦ ᐊᑐᕐᓂᐊᖅᑐᑦ: 20 ᒥᓂᑦᓯ

ᐃᓕᓐᓂᐊᖅᑏᑦ ᐱᕝᕕᒃᑲᕐᓂᐊᖅᑐᑦ ᖃᐅᔨᓴᖅᑎᕐᑲᕐᓂᕐᒥᑦ (ᓲᕐᓗ ᐱᙳᐊᕐᓂᕐᒥᑦ) ᐱᒪᕆᐅᔪᒥᑦ ᐱᙳᐊᕐᓂᕐᒥᑦ-ᐱᓗᐊᖅᑐᒥᑦ-ᐱᓗᐊᖅᑐᒥᑦ, ᑕᐃᔭᐅᔪᓂᒃ Re-Mission2: Leukemia ᐱᙳᐊᑲᓐᓂᕐᓂᕐᒧᑦ 2: (re-mission2.org/games/#/leukemia).

ᐃᓕᓐᓂᐊᖅᑏᑦ ᐱᔭᒃᓴᕈᓴᙳ ᐱᑎᑦᑎᕙᓪᓗᑎᒃ ᐊᑕᐅᓯᕐᒥᒃ–ᑎᑎᕋᖅᓯᒪᔪᓂᒃ ᕿᒥᕐᕈᐊᒃᑲᓐᓂᕐᓂᕐᒥᒃ ᐱᙳᐊᖅᑕᐅᔪᒥᒃ. ᐋᖅᑭᒃᓯᒪᓂᖅᑕᖅᒦᑦᑐᖅ ᕿᒥᕐᕈᓂᐊᕐᓗᓂ; ᐃᒪᓐᓇᐅᓪᓗᐊᖅᐳᖅ, ᑭᓱᐊᓂ, ᐃᓱᒪᒋᓗᒍ: i) ᐱᔾᔪᑎᒋᔭᖓ ᐱᙳᐊᕐᓂᕈᓴᐅᔫᑉ; ii) ᑭᒃᑯᑦ ᐱᙳᐊᕐᓂᐊᕐᒪᖔᕐᒥᒃ; iii) ᐱᙳᐊᖅᑕᐅᔪᖅ ᑯᕝᕕᐊᓇᖁᓗᐊᖅᐸᑦ ᐃᓚᐅᒐᓗᐊᕈᓂᓗ; iv) ᐱᙳᐊᕈᑎ ᐊᑐᑎᖃᑎᐊᕐᓗᓂ ᐃᓕᑎᓂᕐᒧᑦ ᐊᑐᒐᒃᓴᐅᓚᖓᑦ; v) ᐱᙳᐊᕈᑎ ᑐᑭᓯᒐᕐᓂᕐᒪᖓᑦ/ᐃᓕᑎᓗᓂ ᐱᙳᐊᕐᓂᕐᒥᒃ; ᐊᒻᒪ vi) ᓴᖅᑮᔭᕐᓂᖓ (ᓲᕐᓗ, ᖃᓄᖅ ᐱᙳᐊᖅᑏᑦ ᐱᓕᕆᖃᑎᖃᓲᖑᒪᖔᑕ ᐱᙳᐊᖅᑐᓂᒃ, ᑎᑎᕋᐅᔭᖅᓯᒪᔪᓂᒃ, ᓂᐱᓂᒃ, ᐊᓯᖏᓐᓂᓪᓗ).

ᓄᖅᑲᐅᓯᕆᓗᒍ

ᐃᑲᕐᖑᑦ ᐊᑐᕐᓂᐊᖅᑐᑦ: 20 ᒥᓂᑦᓯ
ᐃᓕᓐᓂᐊᕐᑲᑎᒌᓪᓗᑎᒃ, ᖃᐅᔨᒋᐊᒃᑲᓐᓂᕐᓗᒋᑦ ᐊᐱᖅᑯᑎᑦ ᖃᓄᐃᓕᐅᕈᑎᒧᑦ 1 ᑕᐅᑐᓪᓗᐊᑕᕐᓗᒋᑦ ᑭᒡᒍᓰᑦ ᐊᓯᔾᔨᖁᔭᕐᒪᖔᑕ ᐱᕐᑯᑎᑦ ᖃᐅᔨᔭᐅᔪᑦ ᐱᓕᕆᐊᖅᑲᖅᑎᓪᓗᒋᑦ ᐊᑐᖅᑐᓂᑦ ᐃᓗᓕᕆᓐᓂ 2.

ᐃᑲᔪᑎᒃᓴᒃᑲᓅᑦ

ᐃᑭᐊᖅᑭᕖᑦ

- ᐱᒪᕆᐊᓗᙶᑦ ᐱᓐᖑᐊᖅᑕᐅᔪᓐᑦ ᑕᐃᔭᐅᔪᑦ ᐆᒥᙵ EduTech Wiki–ᒥᑦ (edutechwiki.unige.ch/en/Serious_game)
- 10–ᙳᔪᑦ ᐱᒪᕆᐊᓗᙶᑦ ᐱᓐᖑᐊᕈᑎᓃᑦ ᑖᓐᓇ ᐊᓯᔾᔨᔪᖅ ᓄᓇᕐᔪᐊᕐᒥᑦ (elearningindustry.com/10-serious-games-that-changed-the-world)
- ᑕᓪᓚᒪᐅᔪᑦ ᐃᓕᑦᑎᓂᕐᒧᑦ ᐱᙳᐊᕈᑎ: (elearningindustry.com/awesome-learning-game-5-things-make)

ᐅᖃᓕᒫᒐᐃᑦ

- ᐅᑯᐊ ᐅᖃᓕᒫᑦ *Don't Bother Me Mom, I'm Learning* ᑎᑎᕋᖅᑐᖅ ᒫᒃ ᐳᕋᓐᔅᑭ (ISBN-13: 978-1557788580)
- ᐅᑯᐊ ᐅᖃᓕᒫᑦ *End-to-End Game Development: Creating Independent Serious Games and Simulations from Start to Finish* ᑎᑎᕋᖅᑐᖅ ᓂᒃ ᐃᐅᐸᐸ ᐊᒻᒪ ᑎᐅᓇ ᐳᐊᔅᑦ (ISBN-13: 978-0240811796)

ᐱᙳᐊᕈᑎᑦ ᐊᒻᒪ ᖃᓇᓴᐅᔭᕐᒧᐊᓇᐊᓖᑦ ᐊᑐᕈᑎᑦ

- ᑕᐃᔭᐅᔪᖅ *3rd World Farmer*-ᒥᑦ (3rdworldfarmer.org/)
- ᐱᓐᖑᐊᕐᔪᐊᕐᓗᑎᒃ (scoop.it/topic/play-serious-games)
- 50–ᐅᔪᑦ ᐃᑭᐊᖅᑭᕝᖡᑦᑐᑦ ᐱᒪᕆᐊᓗᙵᑦ, ᐃᓕᓐᓂᐊᕐᓂᕐᒧᑦ ᐱᙳᐊᕐᓃᑦ (onlinecolleges.net/50-great-sites-for-serious-educational-games/)

ᑲᑐᔾᔨᖃᑎᒌᑦ/ᑎᒥᐅᔪᑦ ᐱᙳᐊᕝᕙᒡᔪᐊᖅᑎᑦᑎᕙᒃᑐᑦ

- ᖁᑦᑎᓛᑦ ᐱᒪᕆᐅᔪᓄᑦ ᐱᓐᖑᐊᕐᓂᕐᓄᑦ ᐱᙳᐊᖅᑎᑦᑏᑦ ᑎᒥᐅᔪᑦ (ventureradar.com/keyword/Serious%20Gaming)

YouTube–ᑯᑦ ᑕᕐᓇᔫᒃᓴᑦ

- ᑖᒃᑯᐊ BBC Horizons–ᙳᔪᑦ 2015 ᐅᓂᒃᑳᓕᐊᖑᓯᒪᔪᑦ—*Are Video Games Really That Bad?* (dailymotion.com/video/x38qzq8) (45:40)
- *ᑭᓱᓂᒃᑯᐊ ᐱᓪᓚᕿᐊᓗᐃᑦ ᐱᓐᖑᐊᒐᒃᓴᑦ?* (youtube.com/watch?v=JmG3fdptY_k) ᑎᑎᕋᖅᑐᖅ ᑳᕈ ᑳᐸ

ᐃᓄᓐᓄᑦ ᑐᓴᐅᒪᔪᓕᕆᔾᔪᑎᑦ ᐱᔾᔪᑎᒃᓴᑦ

- 12–ᙳᔪᑦ ᐱᙳᐊᒐᒃᓴᖅ ᒪᓕᓐᓂᐊᕐᓗᓂ ᑲᔪᙱᖅᓴᐃᓂᖓᓄᑦ ᐱᙳᐊᙵᓂᙶᑦ ᐃᓕᓐᓂᐊᙵᓂᙵᓄᑦ (wearesponge.com/insights/2017/10/12-learning-game-gurus-to-follow)

ᑎᑎᕋᖅᑎ

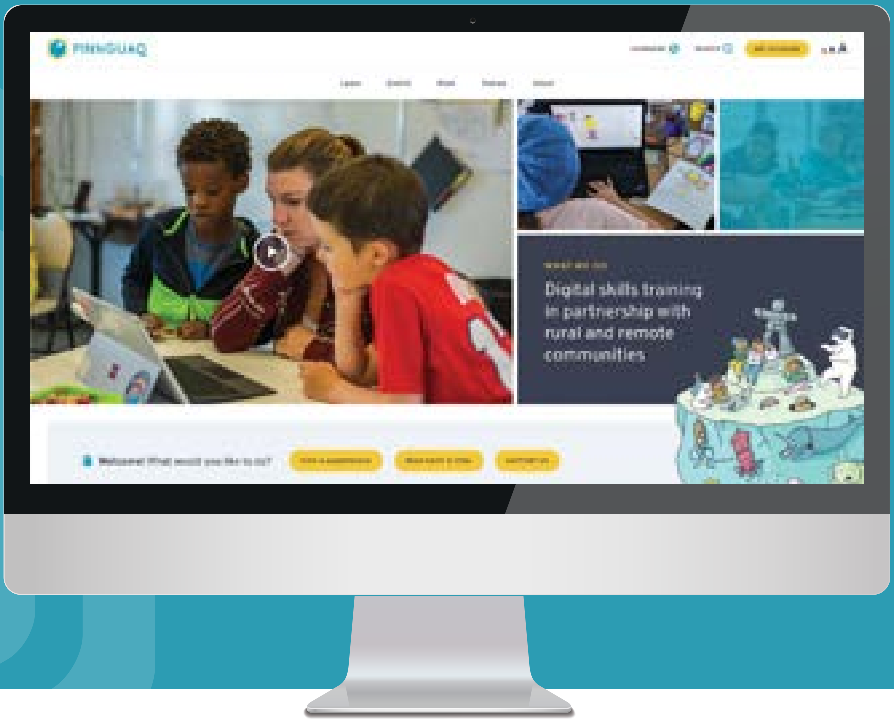
ᐱᐅᓪ ᑲᐸᔫᔅ ᐃᓕᓴᐃᔨᒪᕆᐅᖅᑕᐅᕗᖅ ᐱᙳᐊᕈᑎᓄᑦ ᐱᕙᓪᓕᐊᑎᑦᑎᓂᕐᒧᑦ ᐱᓕᕆᐊᒥᑦ ᐋᓐᓂᐅᕆᐅᒥ ᖃᕆᓴᐅᔭᓕᕆᔾᔪᑎᑦ ᓯᓚᑦᑐᖅᓴᕐᕕᒡᔪᐊᙵᓂ. ᓯᕗᓕᖅᑎᐅᙱᔪᖅᑕᐅᖅ ᐱᓕᕆᖅᑎᕐᙳᓂᙵᓄᑦ ᐃᓄᐃᑦ ᐃᓚᐅᖁᔨᙱᓐᓂᑦ ᖃᐅᔨᓴᕝᕕᙵᑦ (CHISIL) ᑕᕝᕙᓂ Sunnybrook ᐋᓐᓂᐊᖅᑲᖅᑲᙱᑦᑐᓕᕆᓂᕐᒧᑦ ᖃᐅᔨᓴᕝᕙᐊᓂᑦ. ᒫᓐᓇ ᖃᐅᔨᓴᕈᒪᔭᙱᑦ ᐅᑯᐊᙳᕗᑦ: ᐃᓚᐅᓕᕈᑎᒃᓴᑦ ᐱᓕᕆᔾᔪᑎᑦ, ᐱᙳᐊᕐᔪᐊᕈᑎᑦ, ᐊᔾᔨᕕᙱᙱᑦᑐᑦ ᖃᕋᓴᐅᔭᒃᑯᑦ ᐊᕙᑎᙱᑦ/ᐊᔾᔨᓕᐅᖅᓯᒪᔪᑦ/ᐊᔾᔨᓕᐅᖅᓯᒪᔪᑦ, ᐊᒻᒪ ᐱᓪᓚᑦᑖᖅᑯᐋᔪᑦ 3D (ᐃᓂᐅᔪᑦ) ᓂᐱᖅᑲᖅᑐᑦ. ᐊᐅᓚᑦᑎᓯᒪᔪᖅ ᐅᓄᖅᑐᓂᒃ ᐋᓐᓂᐊᕕᓯᐅᑎᓄᑦ–ᑐᙳᕕᓕᙱᒃ ᖃᓇᓴᐅᔭᒃᑯᑦ ᐱᙳᐊᕐᓂᕐᒥᒃ/ᐱᒪᕆᐅᔪᓂᒃ ᐱᙳᐊᕐᓂᕐᒧᑦ ᐱᓕᕆᐊᒃᓴᓂᑦ ᑭᙳᓂᑦᑎᓐᓂ 15 ᐊᕐᕌᒍᑦ.

ᓇᓗᓇᐃᒃᑯᑕᓕᕆᓂᖅ ᐱᓕᕆᐊᒃᓴᓄᑦ

ᖃᕆᓴᐅᔭᐃᑦ ᐊᒻᒪ ᐃᓅᖅᑎᑦᑏᑦ

ᓴᓇᓯᒪᓂᙳ

ᐃᓕᓐᓂᐊᕈᑎ ᐃᑲᔫᑏᑦ



ᕿᓂᒃᑲᓐᓂᖅᐱᑦ ᐃᓗᓕᖏᓐᓂᑦ?

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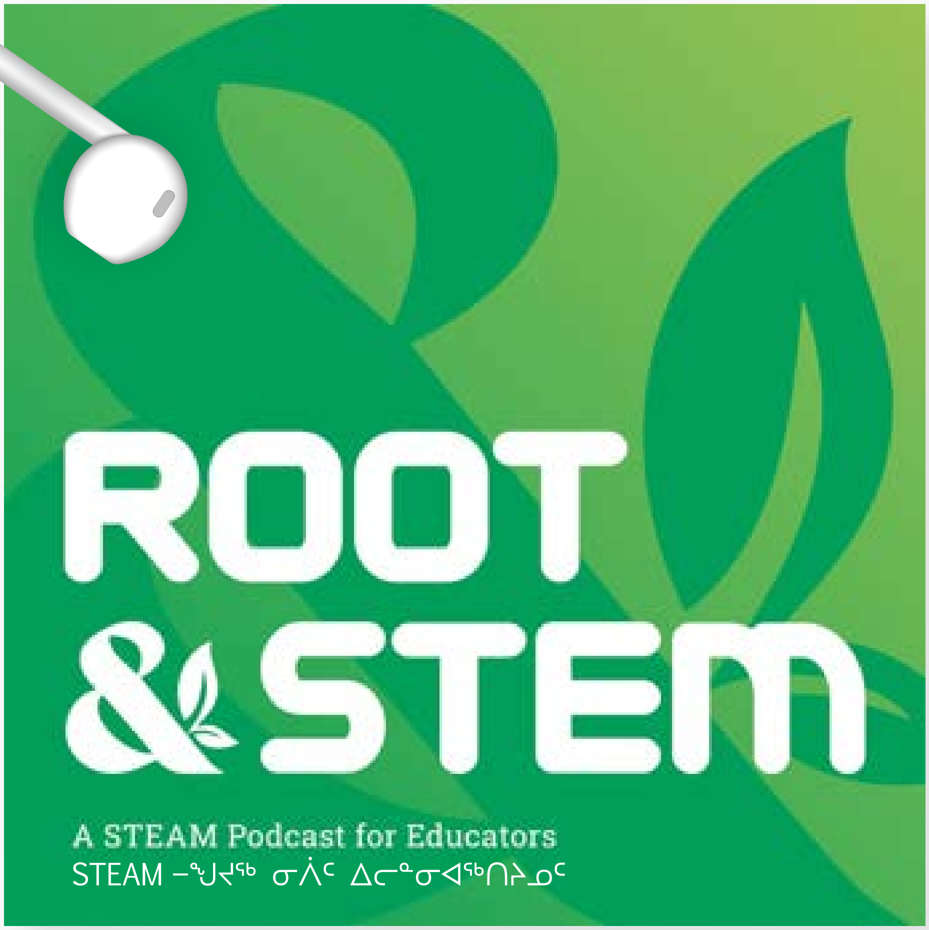
ᑖᒃᑯᐊ ᐱᓐᖑᐊᒃᑯᑦ ᖃᓇᓯᐅᔾᑯᑦ ᓄᐃᑕᒃᑲᐅᑎᒋᔪᓂᑦ ᐃᓕᓐᓂᐊᒐᒃᓴᖅᑲᖅᐳᑦ ᐊᓂᖅᓂᖅᑲᖅᓇᖕᒋᑦᑐᓂᑦ ᑎᓕᐅᕆᓗᑎᒃ ᐃᓕᓴᐃᔨᓂᑦ ᐊᒻᒪ ᐃᓕᓐᓂᐊᖅᑎᓂᑦ ᓴᓇᓗᑎᒃ ᐊᒻᒪ ᖃᓇᓯᐅᔾᑎᒍᑦ ᑲᔪᖕᒋᖅᓴᐃᓗᑎᒃ ᐊᒻᒪᓗ ᐋᖅᑮᒋᐊᖅᓗᑎᒃ ᐊᒃᓱᕈᖅᓇᖅᑐᓂᑦ ᓄᓇᓕᖕᒥᓂᑦ

• • •

ᓇᒃᓯᐅᔾᔭᐅᔪᒪᒍᕕᑦ ᐊᑭᖅᑲᖕᒋᑦᑐᒥᑦ ᐅᓄᖅᑑᓕᐅᖅᑕᐅᔪᓂᑦ ᑖᔅᓱᒪᓐᖓᑦ *Root & STEM*–ᖑᔪᒥᑦ, ᐅᕙᓂ ᑕᑕᑎᓇᓗᑎᑦ **pinnguaq.com/root-stem-subscription**

ᓇᓂᓗᒋᑦ ᐋᔾᔨᒌᖕᒋᑦᑐᑦ ᓂᐲᑦ ᑕᕝᕙᓂ STEAM–ᖑᔪᒥᑦ ᐃᓕᓐᓂᐊᕐᓃᑦ



ᐊᖕᒋᒡᓚᕝᓚᐊᓪᓗᓂ ᐅᓄᖅᑑᓚᐅᖅᓯᒪᔪᑦ ᐅᖅᑲᓚᒫᒐᖅ, ᑖᓐᓇ ***Root & STEM*** ᓂᐱᓚᐅᖅᓯᒪᔪᑦ ᓇᓗᓇᐃᕆᕗᑦ ᑑᓴᔪᓄᑦ ᓄᓇᓚᐅᔪᓄᑦ, ᐱᓕᕆᐊᒃᓴᓄᑦ, ᐊᒻᒪ ᐱᓕᕆᐊᒃᓴᓄᑦ ᕿᒥᕐᕈᓂᓚᒃ ᑖᔅᓯᒥᖓ ***STEAM–ᖑᔪᒥᑦ*** ᐃᓕᓐᓂᐊᕐᓂᓚᕆᔪᖅ ᖃᓂᓴᐅᔾᔭᒃᑯᑦ ᓄᓇᕐᔪᐊᒥᑦ.

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pinnguaq.com/learn/the-root-stem-podcast

ᐱᔪᒪᕕᑦ ᑖᒃᑯᓇᓂ ᐊᑐᖅᑕᐅᔪᓂᑦ Root & STEM–ᖑᔪᒥᑦ? ᒪᓕᒡᓗᒍ ᑖᒃᑯᐊ ᐱᓐᖑᐊᒃᑯᑦ ᖃᓂᓴᐅᓕᓂᖕᕕᐊᒍᑦ ᐅᕙᓂ Facebook ᐊᒻᒪ Instagram ᓇᓗᓇᐃᕆᔪᒪᒍᕕᑦ ᐃᓱᒪᒋᔭᕐᓂᑦ ᑕᒪᑐᒥᖓ ᓈᓚᒐᒃᓴᖅ ᐅᐊᔩᓂᐅᖅᓯᒪᔪᑦ ᐊᑐᕐᓗᑎᑦ hashtag **#RootandSTEMPod-ᒧᑦ**.