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By Hal Lancaster

A video game operates at twitch speed when “your thumbs are going a million miles a minute,” explains Marc Prensky, a vice resident of Bankers trust who has been using the phrase to describe how today’s younger generation absorbs and uses information. Mr. Prensky created some twitch-speed training games designed to keep younger workers from lapsing into narcolepsy in traditional training sessions. Now, Bankers trust has formed Corporate Gameware to sell them to other companies.

The Nintendo - and - MTV generation, Mr. Prensky says, prefers graphics to text, absorbs images at rapid speeds, and works on several fronts at once. He tells of trying to converse with a young subordinate who began reading his email during the conversation. “I was angry,” says Mr. Prensky, who is not a Nintendo child. “He says, ‘I’m still listening. I’m parallel processing.’”