

OBJECTIVE

understand game design 1.1

DIFFERENTIATE AMONG GAME TYPES

SCENARIO: Erin M. Hagens has just started an after-school job at Southridge Video. Southridge is new in town and specializes in offering a wide selection of video games for nearly every taste and budget. There are thousands of games of all types in the inventory. Erin has been tasked with revamping how the store organizes its game selection. She has created a list of all the various game types. How will she classify these games into the defined game types?

1. Which game type is played on an Xbox 360?[®]
 - a. Mobile
 - b. Console
 - c. Arcade
2. Which game type requires a payment per use and has customized controls that are specific to the application?
 - a. PC
 - b. MMORPG
 - c. Arcade
3. Which game type requires an Internet connection?
 - a. MMORPG
 - b. Console
 - c. Mobile

HINT



An Xbox 360 requires a display. Games can be played offline or online using the Xbox Live service.

Answers

1. Which game type is played on an Xbox 360?
 - b. **Console.** A console game is played on a machine made specifically for playing video games.
2. Which game type requires a payment per use and has customized controls that is specific to the application?
 - c. **Arcade.** You must pay for each play of an arcade game. Arcade games such as Dance Dance® Revolution have customized control schemes, such as a dance pad.
3. Which game type requires an Internet connection?
 - a. **MMORPG.** Massively Multiplayer Online Role-Playing Games (MMORPGs) require an Internet connection to play within the virtual world housed on a web server.

Essential details

- An arcade game requires a machine dedicated to playing one game housed in a specialized case.
- A mobile game is played on a mobile device, such as a cell phone.
- A PC game is played on a personal computer.
- A console is a machine dedicated to playing video games. A handheld console is a portable console that fits in a player's hands.
- Xbox is a video game console produced by Microsoft.
- MMORPG is a Massive Multiplayer Online Role Playing Game played online in a virtual world.

FAST TRACK HELP

- **Rogers, Scott.** *Level Up: The Guide to Great Video Game Design* (West Sussex, UK: John Wiley & Sons, 2010)
- **Schell, Jesse.** *The Art of Game Design: A Book of Lenses* (Burlington: Morgan Kauffman, 2008)

