

IN-CLASS STUDENT ACTIVITY 1.1: DIFFERENTIATE AMONG GAME TYPES

Lesson Objective 1.1:

Differentiate among game types. *Topics:* Console, Xbox®, MMORPG, mobile games, PC games.

Resources, software, and additional files needed for this lesson:

1. None

Guiding questions:

1. List various game types.
2. What makes them different from each other?
3. List the characteristics of each type.

Student activity:

Directions to the student:

Read the following scenario. Respond to the situation presented. Verify your answers with the instructor. Request assistance from the instructor as needed.

Scenario:

Erin M. Hagens is starting a new job at a local game store. While she plays many games of many types, she knows she will be able to better serve customers if she has a clearer, more defined definition of various game types. To help clarify her ideas about game types, Erin has decided to use a Venn diagram to compare and contrast the characteristics of two common game types.

Pick two game types, and compare and contrast them using the Venn diagram. Label each circle with the selected game types. Write the similarities in the area where the two circles intersect. Write the differences in the area where the two circles do not intersect.

Content:

