

KEY IN-CLASS STUDENT ACTIVITY 2.1: CHOOSE AN INPUT DEVICE

Lesson Objective 2.1:

Choose an input device. *Topics:* mouse, keyboard, Kinect®, console, mobile.

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

1. Internet connectivity
2. Student Wikispaces.com accounts
3. The Wikispaces in Education Tutorial may be a valuable pre-lesson assignment:
<http://www.slideshare.net/cliotech/wikispaces-tutorial-306220>

Guiding questions:

1. **What input devices are commonly used when playing games?** Mouse, keyboard, Xbox 360® Game Controller, Windows Phone® (Accelerometer Input), Kinect, and joystick.
2. **What must a game designer consider when selecting an input device for a game to be developed?** The purpose of the game, the audience, and the gameplay objectives of the game.
3. **How have recent technologies affected how game players provide input?** Kinect has made it possible for users to interact without the use of any controller. Windows Phone can use an accelerometer for game input on the screen.

Student activity:

Directions to the student:

Complete the following activity.

1. Review the Wikispaces in Education Tutorial: <http://www.slideshare.net/cliotech/wikispaces-tutorial-306220> if needed.
2. Log in to the Wikispaces.com site as directed by your teacher.
3. On the student page that has been created for you, list in rank order two to three input devices that would be useful for each game scenario.
4. Defend your rankings with specific details and reasons.
5. Add one new game scenario under the topic "Other Game Scenarios."
6. Respond to one other student's "Other Game Scenarios" posting by suggesting two to three output devices in the same way you did in steps 2 and 3.

Alternate activity:

Respond to the scenarios below on paper. To simulate the interactivity, exchange paper with classmates and respond to their ideas.

Answers will vary.

Students will correct inaccurate information submitted by classmates in the wiki environment. Monitor content and correct as necessary. A Wikispaces tutorial may be useful as a pre-class assignment: <http://www.slideshare.net/cliotech/wikispaces-tutorial-306220>.

Three game scenarios:

Derek Brown, the CEO of Graphic Design Institute, has received a large contract from a prominent educational products company to design games that will provide an engaging way for students to learn concepts in a variety of topics. He has some possible game ideas and is eager to match the intended learners' experience accurately with the best input device. Derek recognizes that factors such as the goal of the game, the age of the player, and the expected player action are important considerations.

Game 1: A math game that teaches multiplication by allowing the user to shoot at the correct answers as the numbers fly across the screen

Game 2: A chemistry quiz game in which the user jumps through a maze and grabs the correct formulas to match definitions

Game 3: A geometry game in which the user matches a word to a shape by flying a plane through geometrically shaped clouds (triangle, square, rhombus, pentagon, etc.) by enabling the user to match words to shapes