

KEY IN-CLASS STUDENT ACTIVITY 2.5: UNDERSTAND DIFFERENT GAME PLATFORMS

Lesson Objective 2.5:

Understand the different game platforms. *Topics:* console, PC, mobile.

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

1. A workstation with Microsoft Office® installed
2. Internet access

Guiding questions:

1. **What are the similarities and differences of console, PC, and mobile game platforms?** The console is a dedicated computer used for playing games. The Xbox 360® can be used to play games locally or online. The PC is used to play games locally or online. Windows Phone® can connect to Xbox Live and replaced the Zune as a mobile device for gaming.
2. **How does memory management vary among these three platforms?** Memory management on the Windows Phone is more difficult than when using a console or PC because the Windows Phone has a smaller CPU, less RAM, and less available power because of battery usage.

Student Activity:

Scenario:

Satomi Hayakawa of Tailspin Toys is interested in expanding her toy store to specialize in video games. She is curious about the history of video games and thinks that she will be better able to predict the future of video games and create a better business plan for future growth if she knows a bit more about the past. A timeline of the history of video games including details about platforms and the types of games typically played on each would help her.

Directions to the student:

Read the following scenario. Complete the hands-on activities. Note that the screenshots in the activity may appear differently from your system. Answer the reflection questions. Request assistance from the instructor as needed.

Content:

1. Watch the short video tutorial: Create a Timeline Using Microsoft Excel:
<http://www.microsoft.com/education/en-us/teachers/how-to/Pages/timeline.aspx>
2. Work in teams of three. Each student should select a different platform (console, PC, or mobile). Explore the websites listed below to learn about the history of games for your selected platform. Record dates, names of games, and the platform(s) for each.
 - a. Timeline: Cellphone Games from Snake to Angry Birds
http://www.pcworld.com/article/220374/timeline_cellphone_games_from_snake_to_angry_birds.html
 - b. Xbox 360 History: <http://en.wikipedia.org/wiki/Xbox>
 - c. History of Computer Games:
<http://www.computernostalgia.net/articles/HistoryofComputerGames.htm>

3. Compile the details into a single Microsoft Excel® spreadsheet. Create a timeline from the spreadsheet data according to the directions in the tutorial.

Questions:

1. What do you notice about the rate at which video games were developed?

Answers will vary.

2. What do you notice about the characteristics of games from the earliest years?

Answers will vary.

3. What have been the most dramatic changes in video games over the span of your timeline?

Answers will vary.

4. What is noticeable about the platforms of recent games?

Answers will vary.

5. What predictions can you make about the future of video games?

Answers will vary.