

# TRAINER PREPARATION GUIDE 1.1: DIFFERENTIATE AMONG GAME TYPES

## Lesson Objective 1.1:

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

## Required materials to teach this lesson:

1. 98-374-ENU-1.1-LP
2. 98-374-ENU-1.1-IC
3. 98-374-ENU-1.1-IC\_Key
4. 98-374-ENU-1.1-PC

## Preparation tasks

### Technical preparation activities:

#### 1. Vocabulary:

**arcade:** a machine dedicated to playing one game housed in a specialized case

**console:** a machine dedicated to playing video games

**handheld console:** a portable console that fits in a player's hands

**MMORPG:** Massive Multiplayer Online Role Playing Game

**mobile game:** a game played on a mobile device, such as a cell phone

**PC game:** a game played on a personal computer

**Xbox:** a video game console produced by Microsoft

#### 2. Additional readings and resources:

##### Other resources (books, e-reference):

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)

### Instructor computer setup:

1. None

### Instructional preparation activities:

1. Prior to or after this lesson, host a Game Day, during which students bring examples of all the game types studied in this lesson.
2. Show videos of famous examples of games from each type studied in this lesson.
3. Review the instructor notes in the notes panes of the Microsoft PowerPoint® presentation slide deck.
4. Make student documents available as needed.

## Lesson sequence (50 minutes)

### Activating prior knowledge/lesson staging (5 minutes):

Begin the PowerPoint presentation. Pause on slide 6 to talk about the list of game types. Have students add to the list. Pair students up and have them create a categorization system for all the game types. When finished, they should explain their categories to the class.

### Guiding questions:

1. **List various game types.** Console, Xbox, MMORPG, handheld console, mobile phone, arcade, PC.
2. **What makes them different from each other?** Answers may vary, but may include cost, mode of purchase, predominant game genres, ease of access, number of players supported, playing atmosphere, Internet dependence, upgradability, control types, and accessories.
3. **List characteristics of each type.** Console games are played on a television, through a game console specifically designed to play games, with a controller device. In a handheld game console, the display and controls are all integrated into one mobile unit. Xbox games are console games that are played on the Xbox and Xbox 360® and can use the Xbox Live® subscription service. MMORPGs are games where many people can play with one another within a virtual world using avatars. Mobile phone games are simple to control (many using touch-based commands), have a short duration, and are purchased through an online marketplace. Arcade games are played on a large device with customized controls specific to the application. They are played in an establishment where players pay per use. PC games are played on a personal computer, usually using a keyboard and mouse. PC games sometimes require hardware upgrades to play at their full potential.

### Lesson activity (40 minutes):

1. Teacher instruction (20 minutes)
  - a. Use the included PowerPoint presentation to review different game types.
  - b. Refer to examples throughout the lesson and elicit examples from the students.
  - c. Pause on slide 16 to interact with the students.
  - d. The presentation includes directions for the in-class activity.
2. In-class activity (15 minutes)
  - a. Students should complete 98-374-ENU-1.1-IC.
  - b. Instructions for the in-class activity are found in the presentation.
3. Post-class Activity (5 minutes)
  - a. Provide instruction for the post-class activity as needed. Establish a completion date.

### Lesson review (5 minutes):

1. Discuss the guiding questions.
2. Discuss the results of the in-class activity.
3. Instruct students to write and submit any questions they have or any topics about which they would like more assistance.
4. After class, look through the student responses and follow up with any students requiring additional help.