

# POST-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.

## **Additional learning 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)

## **Resources, software, and additional files if needed for this lesson:**

1. Microsoft Excel

## **Student activity:**

### **Directions to the student:**

Read the following scenario. Create lists of the video games you and each of your family members play. Categorize them according to the game type. Use a spreadsheet to record your findings and to produce charts to more completely illustrate your findings.

### **Scenario:**

It is always interesting to compare the game playing habits of different groups of people. Game designers and publishers conduct extensive research so that they can create games with the greatest marketing potential. You can conduct a small research project of your own to explore this topic.

### **Content:**

1. What do you notice about the number in each category for each person?
2. Explain any significant differences in the numbers. What might game publishers learn from the data you collected?
3. Compare your results to those of a few friends.
4. Explain the differences you find between your lists and theirs.

## **KEY 1.1: DIFFERENTIATE AMONG GAME TYPES**

### **Content:**

1. Answers will vary.
2. Answers will vary.
3. Answers will vary.
4. Answers will vary.