

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. WikiSpaces 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?
2. What must a game designer consider when selecting an input device for a game to be developed?
3. How have recent technologies impacted how game players provide input?

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 assigned 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 input 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.

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, and so on) by enabling the user to match words to shapes