

Review and study guide

According to game designer Jane McGonigal in her video presentation “Games Can Make A Better World”:

- The world should be playing **21 billion hours** of online games per week.
- There will be **1 BILLION MORE** gamers over the next decade.
- The average American spends **10,000 hours** playing games **before age 21**, which is almost exactly the same amount of time a student spends in school from 5th through 12th grade.
- Gamers gain experience in and possess these socially valuable skills – **urgent optimism, social fabric, blissful productivity and epic meaning**

Making A Good Game: Vocabulary Terms

Computer Game – A software program in which 1 or more players make decisions through the control of game objects and resources in pursuit of a goal.

Flow- Term used to describe how a game uses pacing, challenges and competition in relation to the realistic capabilities of the player.

Immersion - The feeling that a player is part of the game.

Game World - Basic environment a game is played in. Should be realistic and match the context of the game.

Game Genres - The unique categories a game is classified into.

Landmarks - Objects used to help players navigate their way through a game. They should stand out and be easily recognizable to help players not get lost.

Concepts in design:

- Designers use color, shading and edging to create a unique game world.
- Colors are used to help a player feel an emotion or mood when playing the game...helps with player immersion
- Sound effects and music are also added to convey emotion and mood
- Designers need to be careful that effects, graphics, colors, music and sounds don't "take over" the game and distract players

Game Genres:

Arcade 1st Person Shooter

Puzzles 3rd Person Shooter

Role Play Sports Games

Strategy Racing Games

Management Simulators

Adventures