

Work Activity Brief

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| Course (s) | IT Level 3 | | |
| Project Title | Computer Gaming Assignment | | |
| Tutor/s | Ali Kariz | | |
| Issue date | April 2020 | Completion date | August 2020 |

Project overview

You are considering a future role working in a computer gaming company after your time in education, and decide it is important to research the world of computer gaming from the first 'Space Invaders' to the modern 'World of Warcraft'. You also need to gain an in-depth insight into how computer gaming has affected society and individuals.

The main focus of this assignment is for you to explain the various genres of computer games, the platforms and environments they are played on, the various developments over time and the influence computer games can have on society and individuals.

Once you have completed your project, please forward this to the following email address along with your full name: submissions@esc.ac.uk. We'll then forward this on to our curriculum teams who will be in touch shortly.

Outcome of the project

This project has been developed to help you to prepare for the programme that you will be joining in September. It will hopefully give you some insight into the subject area and support the development of your skills to work independently as well as build on your assignment writing.

These are the tasks that you need to complete and they will support you to structure your work.

Task 1

Write a report explaining the impact of computer games on society.

When considering this section, write in detail with examples about areas such as:

| Concerns | Benefits | Psychological factors and effects |
|-------------------------|---|-----------------------------------|
| Excess playing time | Hand-eye coordination | Use of sound |
| Social isolation | Brain training | High score listings |
| Cost | Thinking and strategy skills | Competitive games |
| Separation from reality | Future impact, impact on 'mainstream' application development | Peer pressure |
| Education | | Fun |
| | | Educational value |
| | | Expectations |

Task 2

Continue with the report describing the different types of computer games. You need to complete an indepth study of the computer gaming world, looking at gaming genres and sub-genres, giving clear descriptions of each type of gaming genre and looking at how the genres can overlap.

At least two game examples for each genre need to be provided.

Types of game:

- Action games
- Role-Playing Games (RPGs)
- Adventure games
- Real Time Strategy (RTS)
- Strategy games
- Puzzle
- Platform
- Simulations
- Sports games
- Stealth shooter games
- Combat games
- First Person Shooters (FPS)
- Educational games
- Massively multiplayer online (MMO)

Describe the different gaming platforms, including how they originated and have developed. Investigate the other environments where gaming takes place:

- Personal computer
- Portable hand held console
- Stand-alone platform
- Mobile phone
- Internet
- Video
- Network

Investigate and describe the areas of development that there have been in computer gaming since its inception.

- Graphics
- AI
- Audio
- Game play (what the player does)
- Scripting

Task 3

Using the same report, **examine** the psychological effects of computer gaming on **individuals** and **society**

Use online newspaper articles and real stories to back up your justifications for each given topic in Task 1.