

Unit 12 – Video Game Production

LESSON ONE

Starter

<https://www.youtube.com/watch?v=F6rnWGR-w>

Objectives

Discover game genres

ALL – name a wide range of game genres

MOST – explore the connections between a wide range of game genres

SOME – reflect on the conventions and history of a wide range of game genres

Genres

In the video you saw a few of the more popular genres that exist today.

There are many, many more including a wealth of smaller sub-genres.

Come up with a list with the person next to you. See how many you can name in 5 minutes.

We will then compile a list as a class.



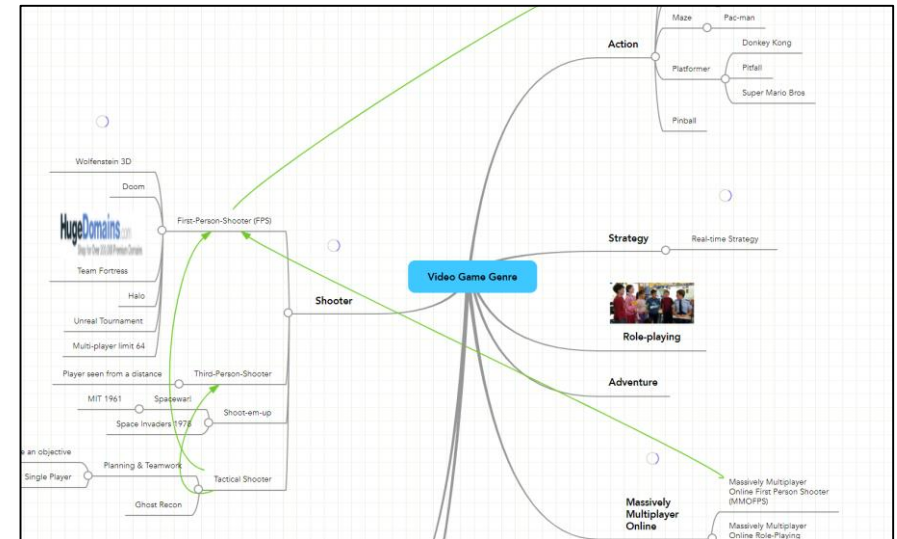
Categorising

Create a mind map of video game genres.

You should identify several main genres and then a wide range of sub-genres.

You should include key seminal examples and suitable pictures.

This work will be added to your portfolios as evidence towards your final grade so should be extensive and detailed.



For top drawer: add extra annotations to explain the main conventions of the genres.

Compare

Talk the rest of the class through your mind map.

Is everyone in agreement with the genres you have selected? Does everyone agree on the hierarchy you have chosen?



Genre Discussion

Choose one genre.

Write a report (approx. 500 words) discussing the details of that genre. Include the following:

- The stylistic conventions of the genre i.e. what would you expect to see if you played that type of game?
- The history of the genre – where did it start, how have conventions remained the same over time, how have they changed / been improved?
- Some seminal examples of the genre and their effect on the gaming community