

Presentations: The history of computer games

When? Tue, Oct. 7

Objectives:

- Explore how computer games have developed.
- Practice the use of game design concepts when analyzing games.

Questions to keep in mind:

- What are the general trends in the development of computer games that we can see?
- What has changed? What has not changed? Were the changes mainly triggered by technological advancement or were there also significant changes that seem to be due to a different way of thinking about game design?

Instructions

- Pick one game from each of the following periods: <1980, 80's, 90's, >2000
- The games should have a shared theme, motif or connecting thread.
- In you presentation:
 - Describe the game (E.g.: What kind of game? How many players? How do they interact with the game? What's the goal? The challenge? The conflict? The story?)
 - Explain the connecting thread.
 - Explain the differences. Think critically about them. What makes them fun? What is frustrating? What advances does the game represent? Why was the game made? What was it competing against? How successful was it? What were the expectations about who would play it? What knowledge/experience does the game assume the player has?
- Presentations should be 10 minutes and be done by the whole group.

Hand in:

- The slides for your presentation. (as a group).
- Individually, hand in a paper in which you describe and compare your games and discuss the more general questions given above.