

Name: \_\_\_\_\_

Period: \_\_\_\_\_

## Computer Programming & Game Design I Reflection Questions – Video Games: The Movie

*Directions: If you are sitting at an odd numbered computer station (1, 3, 5, etc.), you will answer the odd questions ONLY. If you are sitting at an even numbered computer station (2, 4, 6, etc.), you will answer the even questions ONLY.*

1. According to the Entertainment Software Association, (a) how many years has the average gamer been playing? (b) What is the average gamer player's age? (c) What is the average age of the most frequent game purchasers?
2. According to the Entertainment Software Association, as of 2013, (a) what percentage of households in the U.S. own a gaming system? (b) of this percentage, what is the average amount of gaming systems owned in the house? (c) what percentage of gamers are females?
3. Regarding the total most frequent game players, what percentage are played on smartphones?
4. What percentage of gamers are considered "social gamers" (in other words, gamers that play online or in person against other gamers)?
5. What percentage of parents are present when video games are purchased or rented?
6. What percentage of the time do children get permission in purchasing or renting a video game?
7. What is the name of both the game and computer the game played on that was created by MIT students (including Nolan Bushnell, co-founder of Atari) in 1962?
8. (a) What types of images are used in a video game? (b) Based on your answer in Letter A, what makes a video game look "better"?
9. (a) What was in short supply in the early days of gaming? (b) Based on your answer in Letter A, how did video games look in the early days?
10. What video gaming system introduced a CD being used in solving the issue of low memory in the video cartridges?
11. Karl Stewart mentions that with the introduction of Sony's Playstation, gamers were introduced to a "new world" gamers had never been introduced to before. What was this?
12. This gaming system introduced the analog joystick to help promote the new 3D gaming experience for users. What was it?

13. This gaming system introduced avatars which resulted in more realistic looking characters on the screen? What was it?
  
14. Mikey Neumann brings up an interesting point of not being interested in the “holy wars” that exist between the various gaming consoles. Explain what he feels is the reason why gamers choose sides on which gaming console is the best.
  
15. Cliff Bleszinski explains that today’s video game designs involve the “Avengers of talent”. What are some examples of this “talent” that Cliff explains exists in today’s video gaming design teams?
  
16. What concept in the past ten years has given more computing power to gaming consoles based on drawing upon thousands of servers?
  
17. Describe what happened with Atari’s development of the game “ET” in 1983.
  
18. The movie talks about “The Big Crash of 1983”. Describe what took place.