Types of digital games

**Activity A: Conventions and styles**

The image below is a prototype of new app that will be used by an educational museum. In the table below, identify how different examples of content could be applied to the educational museum app.

|  |  |  |
| --- | --- | --- |
| **Genre** | **Gameplay style** | **Visual style** |
| **\_\_\_\_\_\_\_\_\_\_\_\_\_**  Focuses on fast-paced gameplay, reflexes, combat, and challenges.  **\_\_\_\_\_\_\_\_\_\_\_\_\_\_**  Based on real or fictional sports, following rules, scoring systems, and team play.  **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**  Players take on the role of a character, develop skills, complete quests, and make choices.  **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**  Centred around an adventure or journey, often involving missions, puzzles, and progression.  **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**  Requires careful planning, tactics, and resource management to achieve victory. | **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**  The player sees the world through the character’s eyes.  **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**  The player views the character from behind or above.  **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**  Players can switch between different camera perspectives.  **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**  Simple, fast-paced gameplay with short levels and instant feedback.  **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**  The player looks at the game world from above, often for tactical play. | **\_\_\_\_\_\_\_\_\_\_\_\_\_\_**  A consistent setting or design approach (e.g., sci-fi, historical, horror).  **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**  Imaginary worlds with magic, mythical creatures, and unreal elements.  **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**  Exaggerated, colourful, or stylised graphics often aimed at a fun tone.  **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**  Highly detailed graphics aiming to look as realistic and immersive as possible. |

**Activity B: Learning in Context**

Identify the genre, gameplay style and visual style of the digital game Clash of Clans

|  |  |
| --- | --- |
|  | **Genre:** |
| **Gameplay style**: |
| **Visual style:** |

**Activity C: Objectives**

In the box below, identify the objectives used in the game Roblox: Natural Disaster Survival. Some of the objectives will not be obvious from the image provided.

