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.

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| **Genre** | **Gameplay style** | **Visual style** |
| **Action**  Focuses on fast-paced gameplay, reflexes, combat, and challenges.  **Sports**  Based on real or fictional sports, following rules, scoring systems, and team play.  **Role-Playing Game (RPG)**  Players take on the role of a character, develop skills, complete quests, and make choices.  **Quest**  Centred around an adventure or journey, often involving missions, puzzles, and progression.  **Strategy**  Requires careful planning, tactics, and resource management to achieve victory. | **First Person**  The player sees the world through the character’s eyes.  **Third Person**  The player views the character from behind or above.  **Selectable Views**  Players can switch between different camera perspectives.  **Arcade-Style**  Simple, fast-paced gameplay with short levels and instant feedback.  **Top-Down View**  The player looks at the game world from above, often for tactical play. | **Theme**  A consistent setting or design approach (e.g., sci-fi, historical, horror).  **Fantasy**  Imaginary worlds with magic, mythical creatures, and unreal elements.  **Animated/Cartoon**  Exaggerated, colourful, or stylised graphics often aimed at a fun tone.  **Photorealism/VR**  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:** Strategy - Player’s plan, manage resources, and build armies to outsmart opponents. |
| **Gameplay style**: Top-Down View – The battlefield is seen from above, allowing tactical control of units. |
| **Visual style:** Theme – Cartoon-like medieval village and battle theme with playful characters. |

**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.



**Survive :** The main objective: avoid disasters like floods, tornadoes, meteors, or earthquakes until the round ends.

**Beat the clock:** Each disaster lasts for a set time; you must survive until the timer runs out.

**Escape:** Find safe spots or quickly move away from danger zones (e.g., climbing a tower before a flood).

**Score:** Players build up a “survival count” (number of disasters survived) that shows on the leaderboard.

\*Other answers are accepted if you think there is a reasonable justification.