

Thinking about games...

Gameplay is the way a player interacts with the game - what they press, how they work through it, what the plot is etc...

Visual style is the way the game looks or feels (e.g. cartoony, realistic, first-person view etc...)

Game mechanics is the rules of the game - where the player can go, what happens if they fall, how lives work etc...

Target audience is who will play the game

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Words of the week - 3Gs and an E

1. Genre
2. Goal
3. Glitch
4. Environment

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Genre means the type of game.

Video game genres are **not** the setting or story, but about the way the player **interacts** with the game.

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Task 1:

Use the Glossary to write a definition of each of the 3Gs + E:

1. **Genre** - can you add 3 examples from the glossary?
2. **Goal**
3. **Glitch**
4. **Environment**

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Task 2:

Now use the sheet to start to compare three different games.

Try to make them very different types of game if you can