



## KEY IDEAS



Technology can have both positive and negative effects in our lives. There are strategies to help limit the impact of technology on health (monitor time, take regular breaks, get exercise etc).



Elements in games can be programmed with custom movement to make them more interesting. Enemies can be coded to make custom movements.



Some games are not appropriate for children to play. Games come with a PEGI system to protect children from unsuitable materials.



Feedback/testing is a vital part of creating a game without any errors. It provides a fresh pair of eyes to test the games. It helps the game developer identify what to debug.



Game designers need to establish what makes a good game before they design and create one. Gameplay, graphics, characters and story are all important components.



Marketing campaigns can be a great way to promote a new game. Such as infographics, posters and videos.



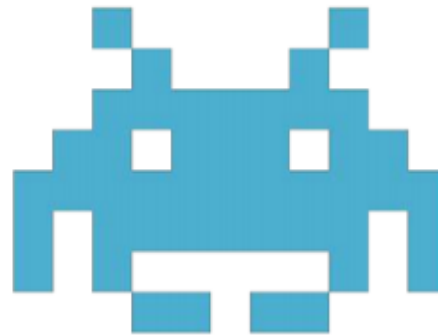
Older computers had much lower resolutions and simpler graphics. These were referred to as 8 bit graphics.



Posters and videos should be eye catching, be easy to read from a distance and grab people's attention. Powerful phrases and special effects can help.



Stories can be told through games by designing levels and adding storytelling elements.



## KEY VOCABULARY

self regulating	Controlling behaviours, thoughts and emotions in pursuit of long terms goals
age related	Content that is specific for a certain age
PEGI System	Helps protect children from unsuitable materials (games, films and DVDs)
storytelling	Telling or writing a story
programming	The process of writing computing programs
graphics	The display of content throughout a video game
8-bit	The way graphics are stored in a computer's memory - each pixel is represented by one 8-bit byte
level design	Designing the games flow from the beginning of a level to the end
animation	The way characters move on the screen
custom movement	Program custom movements to make games more unique and interesting
feedback	can provide vital information to make improvements to a game
debugging	Correct errors in a program to help it run more efficiently and smoothly
marketing campaign	Used by companies to promote their game
games fair	A place to showcase new games to an audience

