Due date: from 1/26, 2017, 11am, presentation in class.

Games are so complex these days that they require months if not years to be developed, usually by a large team of programmers, designers, artists, testers, and producers to organize and develop them. Games are now as complex as, if not more than, the latest blockbuster movie. It is an interactive entertainment, pure and simple.

We would like to have a closer look at a number of influential games and their technologies throughout the young history of the game industry. They can be categorized in various genres, e.g. adventure games, action games etc.. Two students as a team will present one game in class, preferably with digital slides (e.g. PowerPoint, Keynote, etc.). We will have two presentations per week in general. Game assignment and the schedule will be done in class. We will start on Thursday, January 26 with two presentations. Each presentation should last approximately 10 min plus 5 min discussion.

Please come prepared, i.e. bring an adapter if necessary (or borrow one), make sure that the sound works in the classroom, display resolution settings etc. Ideally, you'd come 10-15 min earlier and check it out before class. Or, even better, check it out days before your presentation.

The presentation should answer - but is not limited to - the following questions:

Exercise 1

1. Review the game: Graphics, sound, game play, user interface etc. What do you find interesting, what do you dislike? Please find justify with arguments.

2. On what platform(s) did this game appear? Do the different platforms/ports have any major differences? What, specifically, causes these differences?

3. What are the unique characteristics of this game? Are there technical advances that this game show-cased (at the time of its release)?

4. What games influenced your game? How did your game influence other games? Sequels? Has your game shaped media, television, film, culture, society, etc.?

[20 points]