



Cambridge TECHNICALS in IT



Unit 10: Developing Computer Games

LO 2: Know the different types of computer game.



Genres of Games



- First person shooter
- Role-playing
- Puzzle
- Strategy
- Sport
- Platform
- Simulation
- MMO (Massively Multiplayer Online . . .)



Historical Developments



- Graphics
- Online
- Interface



LO 2: Know the different types of computer game.



Increased Popularity



- Demand
- Reduced cost of equipment
- Social gaming



Platforms



- Handheld
- Mobile
- Internet gaming





L02 Portfolio Evidence



✓ (P2) Types of Computer Game

- Explain what is meant by each genre and identify at least two examples of games for each one.
- For each example game, include a picture of the game and identify the aim and purpose of the game.
- Compare games across different genres (in terms of graphics, playability, costs, numbers involved and uniqueness)

✓ (M2) Development of Computer Games Over Time

- Explain how games have developed over time.
- Compare game play, graphics colours, characters, sound and high-end CGI
- Identify developments in online gameplay and interfaces and how they have changed the gaming experience.

✓ (D1) Comparing Platforms for Running Computer Games

- Create a table to compare the technical aspects of different gaming platforms.

