



Cambridge TECHNICALS in IT



Unit 10: Developing Computer Games

LO 1: Understand the impact of the gaming revolution on society.



Impact on Society



- Global Play
- Addiction
- Loss of Social aspects
- Violence



Impact on Employment and Finance



- Revenue of the games industry
- Careers in the games industry
- Development costs



Impact on Health



- RSI (Repetitive Strain Injury)
- Obesity
- Fitness



Psychological Impact



- Gaming Addiction
- Health and fitness
- Brain training
- Education





LO1 Portfolio Evidence



✓ (PI) Impact of Computer Games on Society

- Create a presentation to explain the impact games have had on society (include additional points of your own as well as those on the slide).
- Include points on employment and finance, comparing the games industry to other industries.

✓ (MI) Impact of Computer Games on Individuals

- Add to your presentation to identify and explain all of the advantages and disadvantages of computer games on individuals; include clear examples in the descriptions.

