Course: Utah Creative Coding | Module: Intro to Game Design

Lesson 1.3: Categorizing Games

https://codehs.com/course/20516/lesson/1.3

Description	In this lesson, students explore game genres and perspectives that are used to categorize different types of video games.
Objective	Students will be able to: • Identify different perspectives in video games • Identify different game genres • Categorize games based on perspective and/or game genre
Activities	1.3.1 Notes: Categorizing Games 1.3.2 Article: A Bird's Eye View on Perspectives 1.3.3 Article: Getting to Know Game Genres 1.3.4 Notes: Pick a Few Games 1.3.5 Free Response: Categorizing Your Games 1.3.6 Free Response: Game Category Reflection
Prior Knowledge	• Experience with playing games • Basic understanding of game elements and mechanics
Planning Notes	Students will categorize games based on genres and perspectives in this lesson. It may be beneficial to use additional games in the classroom for practice. For example, use additional video game examples or video game trailers online to practice identifying game genres.
Standards Addressed	
Teaching and Learning Strategies	**Lesson Opener:** • Have students brainstorm and write down answers to the discussion questions listed below. [5 mins] **Activities:** • Read the *Categorizing Games* lesson overview. [2-3 mins] • Review *A Bird's Eye View on Perspectives*. [10 mins]

- - Allow students enough time to read through the descriptions and examples.
    - Discuss each perspective presented as a class or in small groups.
  - Review *Getting to Know Game Genres*. [10 mins]
    - Allow students enough time to read through the descriptions and examples.
    - Discuss each genre presented as a class or in small groups.
  - Allow students a few minutes to *Pick a Few Games*. [2-3 mins]
    - Students will use these games to answer the free-response questions in the next couple of exercises.
    - You may decide to let students use games outside of this selection at your discretion.
  - Complete *Categorizing Your Games* activity. [5 mins]
  - Complete *Game Category Reflection* activity. [5 mins]
    - If time allows, let students share out their experience and any genres they found interesting.

Lesson Closer:

- Have students reflect and discuss their responses to the end-of-class discussion questions. [5 mins]

Discussion Questions	**Beginning of Class:**
	
	• What **types** of games do you enjoy? Describe them.
	  ○ *Answers will vary, but students should share types of games they enjoy using their own words.*
	• If you were to organize your games (tabletop or video) on a shelf or in a console library, how would you do it?
	  ○ *Answers will vary, but students should describe ways they would categorize their games.*
	• What do you think **perspectives** in a video game might mean?
	  ○ *Sample Response: Perspectives might be a character's point of view or how things look in the game.*
	
	End of Class:
	
	• What are some video game perspectives?
	  ○ *Sample Response: Some video game perspectives include top-down, first-person, third-person, and sideview.*
	• How are video game genres classified?
	  ○ *Sample Response: Video game genres might be based on similar gameplay, mechanics, or story.*
	• Why do you think video game players may enjoy a certain genre more than another?
	  ○ *Answers will vary, but students should reflect on player interest, aesthetic/style preference, or a player's desire to play games with specific game mechanics.*

Resources/Handouts	

Vocabulary

Term	Definition
[game genre](#)	Video game genres are specific categories of games based on similar gameplay characteristics, story, or mechanics.

Modification: Advanced	Modification: Special Education	Modification: English Language Learners
- Allow students to work with classmates who may need assistance with the assignments. - Allow students to explore additional video games to identify perspective and genre.	- Consider having students work in pairs to complete these assignments. - Give students ample time to complete the free response activities.	- Consider having students work in pairs to complete these assignments. - Give students ample time to complete the free response activities. - Continue vocabulary sheet from previous lesson and add game related terms that come up in this lesson.