**Presentation Notes:**

1. Summarize the history of the Simon Game
   1. When Was it invented?

It was invented in 1978

* 1. Who invented it?

Ralph baer

* 1. What toy company made it?

Hasbro inc.

1. Summarize some important facts about the Magnavox Odyssey game system.

The odyssey game system was the first home game system. it used a TV display and gamepad controllers and it could load and run multiple games.

1. What is the oldest video game system that you have played on and how is it different from the latest game systems?

The oldest video game system I’ve played was the PlayStation 2 released in March of 2000. It is different from the latest system I play on now (PS4) because there was no online gameplay back then. The ps2 could only be run on an RGB av cable but now there is an HDMI cable. The PlayStation now has controllers that are connected wirelessly by Bluetooth but before it was a wired connection. The gameplay has become smoother and has a faster download and upload speed capability. Back a couple years ago the PlayStation 2 only has a max capability of 8 MB and that had to be plugged into the system for you to save anything. Even back a couple years ago to the PlayStation 3 the max storage was 500 GB, it was more advanced this time as it could be saved anytime, and it wasn’t external. Coming to these days the ps4 has a storage size of 1 TB and you can purchase a hard drive at the store to replace the other one or you can get a 2-4 TB external hard drive and plug it in to your system. The overall graphics have improved, and the sound has too. In the ps2 days the Wi-Fi wasn’t a big issue as games were mostly all single player, but it used to be wired, these days you can still connect by wire but some people can connect wirelessly depending on which way works for them.

**Module Questions:**

1. Research the rules of the Simon Game. (Note: Make sure these rules work for your game device as there are several models of the Simon game with slightly different instructions.)
   1. How do you start the Game?

You press the small circle button in the middle then press the green button

* 1. How do you play the game?

You have to watch and listen as the four buttons light up randomly and produce different sounds, then you press the buttons in the same order to progress to the next round. With each round, the number of buttons you have to press increases as does the tally

* 1. How do you end the game?

You don’t press anything and after 10 seconds it will power off itself

* 1. How do you display the top score?

If you press the power button for 2 seconds, it displays the high scores. All light turns mean 10 points. If only the green button flickers that means 1 point. At the end of each game it tells the score of the game. 5 green flickers mean 5 points.

1. Summarize how the "party game" (group) is different from the "solo game" (individual).
2. Play the "party game" with your group and record the top score.
3. After playing the game for a while, you can begin to compare Simon to other video games.
   1. What makes Simon a good game?
   2. In what ways is Simon similar to modern video games?
   3. In what ways is Simon different from modern video games?
4. All computer systems (e.g. games, PCs, etc.) are based on input devices and output devices.
   1. Input devices allow users to provide information into the computer system. What are the input devices for the Simon game?
   2. Output devices allow a computer system to provide feedback and information to users. What are the output devices for the Simon Game?
   3. Compare the Simon game devices to the input and output devices used in modern video games.
5. Computer programs provide logic that connects input devices to output devices. Computer programs also allow an input device to result in different possible outputs depending on the state of the system (e.g. at the beginning, middle, and end of the game).
   1. Describe a situation in the Simon game where the same input device results in two or more different output actions at different times in the game.