**Presentation Notes:**

1. Summarize the history of the Simon Game
   1. When Was it invented?
   2. Who invented it?
   3. What toy company made it?
2. Summarize some important facts about the Magnavox Odyssey game system.
3. What is the oldest video game system that you have played on and how is it different from the latest game systems?

**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?
   2. How do you play the game?
   3. How do you end the game?
   4. How do you display the top score?
2. Summarize how the "party game" (group) is different from the "solo game" (individual).
3. Play the "party game" with your group and record the top score.
4. 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?
5. 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.
6. 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.