***VIDEO GAMES***

**I The Creativity of Video Games. Watch the video and answer the questions.**

1. What is the definition of indie video games according to the designers interviewed?

2. How did video games start?

3. What are the differences between indie and AAA games?

4. How can indie games survive today?

5. What makes a game successful according to these designers?

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| ***Mechanics and systems*** | ***Sound*** | ***Visuals*** |
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6. What is the advantage of indie games over AAA games in terms of story telling?

7. Why are indie games important for the future of video games?

8. Do you like indie video games better than AAA games? Do you agree with what the designers say? Do you know any of the games mentioned in the document?

**II Neal Stephenson. Browse the page for information and answer the questions.**

1. What is the purpose of this webpage?

2. What kind of character is Neal Stephenson? What is the tone of the video?

3. What is Clang basically about?

4. What are the technical goals of the project?

5. What are the technical tools needed to achieve this project?

6. What do you know about them?

7. What is the future of the game if the funding is successful?

8. What kind of game is *Clang* going to be?

9. Why is this project exciting according to Stephenson? Do you agree with him?

**III Understanding and Writing**

Watch the pbs video about Minecraft as educational tool and write a comment answering Mike Rugnetta’s question “Are video games the future of learning”?

**IV Writing**

Just like Neal Stephenson, you want to create an inspired, innovative and independent video game, but you need funding. Work in groups to create your own page on Kickstarter: present your project in the short and long-term, identify the tools you will be needing, describe the world and inspirations your game will be drawing from. You may even add a video to your page in the coming weeks.