**CSC 5430**

**Lecture**

**Assignment #4**

**September 23, 2019**

**20 points**

**Due September 30, 2019**

**Make sure to use terminology from the Lecture and Lab in discussing your answers.**

**1. CHAPTER 4 (5 points).**

**Take the Big Five personality test at [www.outofservice.com/bigfive](http://www.outofservice.com/bigfive). Examine the results and suggest how they relate to the genres that you prefer to play. Do this with another friend and compare your results. Do the results confirm or refute VandeBerghe’s model of five domains of play? Or are they inconclusive? Explain.**

**2. CHAPTER 4 (5 points). Examine ONE of these currently popular game:**

**1. Fire Emblem: Three Houses**

**2. Super Smash Ultimate**

**3. Gears of War 5**

**Document any exclusionary material that you think it contains, in other words content that might tend to discourage a particular demographic from purchasing it. Justify your answer.**

**3. CHAPTER 5 (5 points) Certain types of Game Genres are more like to be found on one kind of machine than another. For each of the genres that we have discussed in class describe which machine that the genre works best on and why. Give examples to illustrate your points. Specifically, how does a machine’s features and the way that the machine is used in the home or in the hand facilitate or hinder the gameplay for each genre in terms of the primary game play mode and game challenges for that genre? Give specific game challenges as examples.**

**4. CHAPTER 6 (5 points).**

**Briefly discuss the type of direct and indirect payment models. Which approach will fit best with the selling of your “Island Racer Mod” game that you developing in the lab? Explain the pros and cons of each possible payment type for your game.**

**Submit to the CSC 5430 “Assignment 04” folder on Canvas by the Due Date for full credit. Follow the submit instructions in the syllabus.**

**Do not copy other (current or former) students’ homework assignments. Do not seek solutions to homework problems from the internet. To minimize this temptation, always type up your homework answers by yourself.**

**1)**

**I was surprised to see my result because the fields where I have the most percentile are in Extraversion, Agreeableness and Conscientiousness and on the other hand the field where I have the less percentile are “Negative Emotionally”. As you saw on my last homework, I love playing online game such as World Of Warcraft who is a MMORPG game. So is you want to play this kind of game you can’t be introverted otherwise you will not find any players to play with and knowing that in this kind of game the social aspect is the most important. Moreover, you have to be kind and attentive when you join a group of player because there are actually real human not NPC, if you treat them badly you will have a bad reputation.**

**2)**

**I choose to speak about the game Super Smash Bros Ultimate the new smash game on Nintendo Switch. This game is means to be played in competition, this is the main purpose of this game. There is a very big community of “Smashers” all around the world. But actually, this community is mainly composed by men, I think because of this a lot of women they don’t want to buy this game. Other thing on advertising always men are represented we can’t see any women playing this game. I participated in a lot of events related to smash bros, including competitions and I can say that the most majorities were players there were very few women present. I think for all these reasons, some women are reluctant when it comes to buying a game like smash.**

**3)**

**There are many different types of games, some will be more likely to be played on a computer and others on consoles. My experience as a gamer has taught me that online games bring together a lot of players like MMORPGs, first-person shooter games and more recently virtual reality games are destined to be played on PCs. For MMORPGs you have to have good graphic and computing power to be able to display elements in 3D without loading time, the same goes for virtual reality games where the graphics card must be powerful enough to generate 3D on two different screens so that players do not feel uncomfortable when playing. For the fps you have to know well what can be very difficult when you play on the controller, that's why a FPS plays on pc with a keyboard and a mouse. Currently the problem on a PC is that it is quite difficult to play multiple on the same pc and therefore the games that are played on several platforms are not intended to be played on a PC but rather console like playstation, xbox and nintendo SWITCH. I would take as an example fighting games (Mortal Kombat, Street Fighter, Super Smash etc ...) and party type games like Mario Party. These are games that can be played by two to eight players on one screen, which a PC does not allow the console allows. We are currently in a world where portable consoles are replaced by our phones so I can not say more about this way of playing, there is the switch of Nintendo but this one in mobile mode is quite limited. So in summary, if a player wants to play alone or online with friends on games that require a lot of graphics power he will play on pc to have the best experience, if he wants a friendly experience with his family and friends he can turn to the consoles.**

**SPOILER ALERT: Cloud Gaming is going to change our way of gaming**

**4)**

**I'm one of the people who thinks you do not buy a mod. A mod must remain open source, but I will not be against the gifts that users could give me to thank me for my work and thus allow me to improve my mod to meet their expectations. That's why it's hard for me to explain the advantages and disadvantages of having a paid mod or not. If the history of the dlc has taught us one thing is that players do not want to spend more in addition to the price of the game to have additional content (the next call of duty will offer free DLC!), They want to be s' have unlimited fun at the fair price of the game.**