

CASE STUDIES

- 1. Video Games**
- 2. Product Design, Brands, Marketing**
- 3. Oral and Written communication**
- 4. Documentation**
- 5. Presentations, talks, and lectures**
- 6. Code**
- 7. Data**

CASE STUDIES : VIDEO GAMES

Video game storytelling is a vast area of study. Research into stories and their effect on the game is a research topic for some computer scientists.