**Presentation Notes:**

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

The game was invented in 1978.

* 1. Who invented it?

It was invented by Ralph Baer.

* 1. What toy company made it?

The toy company that made the game was named Hasbro Inc.

1. Summarize some important facts about the Magnavox Odyssey game system.
   * The Odyssey was the first home game system
   * Used a TV display and gamepad controllers
   * Could load and run multiple games
   * Pong (aka TV Tennis) was one of the most popular games
   * Baer also invented the "light gun" for first person shooters
2. What is the oldest video game system that you have played on and how is it different from the latest game systems?

The difference is very big as the oldest console that I have played was the ps3. Its physical looks are completely different from Simon as the ps3 has a screen to play with and includes a controller.

**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?

We press the red button on the console.

* 1. How do you play the game?

We have to press the buttons that the simon game had repeated, and have to do until a high score.

* 1. How do you end the game?

The game ends until there is a high score or you press the wrong button.

* 1. How do you display the top score?

We press the green button.

1. Summarize how the "party game" (group) is different from the "solo game" (individual).

We can play this type of game with friends as each person can set their own high score and compete each other whereas the solo mode sets your own high score.

1. Play the "party game" with your group and record the top score.

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1. After playing the game for a while, you can begin to compare Simon to other video games.
   1. What makes Simon a good game?

It’s an interesting game since we have to loop again and again for a high score. Its physical interface in my opinion makes it a good game.

* 1. In what ways is Simon similar to modern video games?

Controllers and Simon use buttons to control the console.

* 1. In what ways is Simon different from modern video games?

The modern video games have physical differences as new consoles require screens to play with.