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| **C** | **Gaming Genres** | | | | | |
|  | | | **Key Ideas** | | **Examples** | |
| **Arcade** | | | General word for fast paced, action based games | | Space Invaders  Pac-Man | |
| **Education** | | | Designed to help learning | | Big Brain Academy | |
| **Racing** | | | Driving or riding round a course | | Gran Turismo Mario Kart | |
| **Puzzle** | | | Based on thought rather than action | | Tetris, Portal, Bomberman | |
| **Simulator** | | | Recreates a real experience | | FlightGear, SimCity | |
| **FPS** | | First Person Shooter – 3D world from the point of view of the character | | Doom, Halo, CoD |
| **RTS** | | Real Time Strategy – managing an army or civilisation in real time | | Age of Empires, StarCraft |
| **MMO** | | Massive Multiplayer Online – lots of online players at once | | WoW, Second Life |
| **RPG** | | Role Playing Game – thematic characters and story | | Skyrim, WoW, Zelda |
| **Sport** | | Based on a sport | | FIFA |
| **Indie** | | Independent publisher | | Undertale |

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| **A** | | **Generations of Games Consoles** | | |
|  | **Dates** | | **Major innovations** | **Examples** |
| **1** | 72-75 | | First consoles, all Pong variants | Magnavox Odyssey |
| **2** | 77 | | Software introduced on cartridges | Atari 2600 |
| **3** | 83-86 | | 8 bit processors | NES, Master System |
| **4** | 88-93 | | 16 bit processors, first PC games | Megadrive, SNES, PC |
| **5** | 93-99 | | 32 bit processors, 3D graphics | N64, Playstation |
| **6** | 00-04 | | DVD games, online gaming | PS2, XBox |
| **7** | 05-11 | | Motion sensing controllers | XBox 360, PS3, Wii |
| **8** | 12-20 | | Increased speed. Switch is a console and handheld in one | XBox One, PS4, Switch |

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| **B** | **Gaming Platforms** | | |
|  | | **Advantages** | **Disadvantages** |
| **PC** | | * Keyboard and mouse provide a range of control options. * People have them anyway, so there is no barrier to gaming | * PCs are very different, so players get different experiences of a game |
| **Games console** | | * Designed for gaming, so very good graphics and sound * Specially designed controllers * Large display means an immersive experience | * Expensive * Games only reach people who have the console |
| **Handheld console** | | * Can be carried around * Opens the market to commuters | * Small screen, so less immersive |
| **Phone** | | * Everyone has one | * Small screen |

Name:

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