[](https://www.knowitallninja.com/)Social Trends in Computer Gaming 1

# Task 1

The top 10 selling video games of the Playstation and Playstation 4 are listed below. Research genres of these two consoles top selling games and explain the changes in genres that are selling the most and why you think these changes have occurred.

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| **Playstation** |  | **Playstation 4** |
| Gran Turismo |  | Grand Theft Auto V |
| Final Fantasy VII |  | Call of Duty: Black Ops 3 |
| Final Fantasy VIII |  | Call of Duty: WWII |
| Crash Bandicoot 3: Warped |  | Red Dead Redemption 2 |
| Crash Bandicoot |  | FIFA 18 |
| Metal Gear Solid |  | FIFA 17 |
| Final Fantasy IX |  | Uncharted |
| Tomb Raiser II |  | Call of Duty: Infinite Warfare |
| Crash Bandicoot 2: Cortex Strikes Back |  | Fallout 4 |
| Tomb Raider: The Last Revelation |  | Marvel’s Spider-Man |

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# Task 2

Read the following Wikipedia article on the female gamer demographic and answer the questions below.

<https://en.wikipedia.org/wiki/Women_and_video_games>

1. How has the gender demographics of video game players changed and what are some of the reasons for women self-identifying as gamers at a smaller ratio than men?

In recent years it has become that there are many more female gamers, this is most likely because people are becoming comfortable with the idea and therefore more women are identifying as gamers because they know they won’t be thrown under the bus but still there will be women who are looked down on because of their interest for video games, and therefore we will not have an equal range of men and women who enjoy playing computer games because women will be ashamed to enjoy video games due to what society believes.

2. How do interests in motivation and genre of game differ between genders?

Game genres differentiate between genders by quite an amount, generally more experienced games (who have played for years) will most likely enjoy games that require more input and attention, more skill too; and the reason why males mostly dominate this market it because of how society treats women who enjoy video games, therefore they haven’t had as much experience and will not enjoy playing the same genre of games, although there are many women who do.

3. Are the ratio of females/males that work in the video game industry comparative to the numbers that play video games? If there is a difference, why is that?

There is a huge difference within the amount of women who work on games and the amount of women who play games. Generally, the area with the lowest ratio to men would be the actual development of the games. This is because as society has progressed, it has only recently began allowing women to feel comfortable with being able to participate and invest their skills into this area of work. For longer than women have been playing games, they have been helping develop them, by voice acting.

# Task 3

According to the UKIE, free apps make for 76% of the revenue share for UK apps. This largely explains why free to play games have become so popular amongst game developers, especially in mobile gaming.

However, many practices in free-to-play games for earning revenue are heavily criticised. Summarise some of the issues with these practices below:

The first practise that is hugely criticised is the amount of advertising that is included in mobile games nowadays, from pop ups to banners, some games overuse them and the rest are perfect.