[](https://www.knowitallninja.com/)Social Trends in Computer Gaming 2

# Task 1

(a) A lot of traditionally single player game are increasingly adding online multiplayer modes, such as Grand Theft Auto V and Red Dead Redemption II. Some games are removing single player modes or hugely cutting back on them, such as Star Wars Battlefront. Why do you think game developers are increasingly moving towards offering these online multiplayer modes?

One of the reasons why developers will add multiplayers modes is because of how well the general feel of the game is. For example, Grand Theft Auto got such a great hit, not just because the writing was great but because of how great the game feels to move around, to drive and to shoot, and at how immense the freedom and creativity the game has, so creating a multiplayer mode would allow people to do all of the same creativity, but with their friends, and the handling to the game is the same. It gives the players something to do after their have completed the game, or in fact, you can choose to play instead of the Story mode (campaign)

(b) Below is a link to a Kotaku opinion piece on why local multiplayer is better than online multiplayer.

<https://kotaku.com/if-youre-playing-multiplayer-games-online-youre-doing-5782200>

Do you agree with the authors opinion or disagree? Explain your thoughts below:

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# Task 2

(a) A\* search algorithms are very popular for path finding in video games. Research how a\* pathfinding works and summarise this explanation below.

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(b) What are behaviour trees and how do we use these to add logic to our video games? Research this and summarise your findings below.

Behaviour trees work the same as a flowchart. It is a visual representation of a process that is shown in a tree like diagram and is used in computing.

# Task 3

Virtual reality is starting to have a big impact on the gaming market, but there are still several barriers that are stopping it from going mainstream. Research some of these barriers and summarise your findings below.

Firstly, it’s expensive. One of the reasons it is clearly not as popular as it could be, is that because it is so expensive, and therefore it is not something that is affordable by the majority of the gaming society.

Secondly, VR relies on so much hardware, rather than clever software. If you walk out of range of the cameras, they will not pick your movement up and this is something that is preventing the VR world from really taking off.

# Task 4

(a) The security of services like Steam and online multiplayer accounts has been a major concern. Identify below two ways these accounts can be hacked and how we can prevent these threats from occurring.

|  |  |
| --- | --- |
| Attack Method | Prevention Method |
| Brute force | Two-Factor Authentication |
|  |  |

(b) The Quartz article linked below states that hackers will increasingly target young gamers in 2019.

<https://qz.com/1488316/hackers-will-target-more-young-video-game-players-in-2019/>

Why are young gamers being increasingly targeted by hackers?

Because they are very impatient and very manipulative, so by targeting them they are being pressurised into giving away sensitive data. The ways that they are being targeted are that they are being offered in-game currency, cheats, hacks, and even for them to be offered items that are ‘Rare’ or ‘Legendary’ in return for the account details, in which they do so and the account has all its goods sold in its games, credit/debit cards stolen, and even some other personal information.