

INGLÉS I

EXAMEN PARCIAL PARA TUPAR/ TUDAI¹

LEE el siguiente texto y **RESUELVE** las actividades que te proponemos en el cuestionario de la plataforma Moodle. Obsérvese que los párrafos se encuentran numerados en el margen izquierdo.

IMPORTANTE: se sugiere leer el texto fuente varias veces antes de resolver el cuestionario online. Las especificaciones del funcionamiento del cuestionario se han publicado con una semana de antelación.

1 A **video game** is an electronic game that involves human interaction with a user interface to generate visual feedback on a video device. The word video in video game traditionally referred to a raster display device, but it now **implies** any type of display device that can produce two- or three-dimensional images. The electronic systems used to play video games are known as platforms; examples of **these** (2) are personal computers and video game consoles. These platforms range from large mainframe computers to small handheld devices. Specialized video games such as arcade games, while previously common, have gradually declined in use. Casual games derive their name from their ease of accessibility.

2 The input device primarily used to manipulate video games is called a game controller, and varies across platforms. For example, a controller might consist of only a button and a joystick, while another may feature a dozen buttons and one or more joysticks. Early personal computer games often needed a keyboard for gameplay, or more commonly, required the user to buy a separate joystick with at least one button. Many modern computer games allow or require the player to use a keyboard and mouses, keyboards, and joysticks. In recent years, additional methods of input have emerged such

¹ De acuerdo a lo acordado con antelación y en consonancia con lo publicado en el cronograma y aula Moodle correspondiente, la fecha pautada para este examen es para el miércoles 10 de junio de 18 a 21 hs indefectiblemente para ambas comisiones. Esta información fue compartida una semana antes en el aula Moodle y por chat los días 3 y 5 de junio.

as camera-based player observation for video game consoles and [touch-sensitive screens](#) on [mobile devices](#). Video games typically use additional means of providing interactivity and information to the player. Audio is almost universal, using [sound reproduction](#) devices, such as [speakers](#) and [headphones](#). Other feedback may come via [haptic peripherals](#), such as vibration or [force feedback](#), with vibration sometimes used to simulate force feedback.

3

Casual games derive their name from their ease of accessibility, simple to understand gameplay and quick to grasp rule sets. Additionally, casual games frequently support the ability to jump in and out of play on demand. Examples of genres within this category are hidden object, match three, time management, tetris or many of the tower defense style games. Casual games are generally sold through online retailers such as PopCap, Zylom, Vans Video Games and GameHouse or provided for free play through web portals such as Newgrounds.

4

Serious games are games that are designed primarily to convey information or a learning experience of some sort to the player. Serious games are games generally made for reasons beyond simple entertainment and as with the core and casual games may include works from any given genre, although some such as exergames, educational games, or propaganda games may have a higher representation in this group due to their subject matter. These games are typically designed to be played by professionals as part of a specific job or for skill set improvement. They can also be created to convey social-political awareness on a specific subject. One of the longest running serious games franchises would be Microsoft Flight Simulator first published in 1982 under that name. The United States military uses virtual reality based simulations, such as VBS1 for training exercises, as do a growing number of first responder roles (e.g., police, fire fighter, EMT).

5

On 23 September 2009, U.S. President Barack Obama launched a campaign called "Educate to Innovate" aimed at improving the technological, mathematical, scientific and engineering abilities of American students. This campaign states that it plans to harness the power of interactive games to help achieve the goal of students excelling in these departments. This campaign has stemmed into many new opportunities for the video game realm and has contributed to many new competitions. Some of these competitions include the Stem National Video Game Competition and the Imagine Cup. There are many different types and styles of educational games all the way from counting to spelling to games for kids and games for adults. Some other games do not have any particular targeted audience in mind and are intended to simply educate or inform whoever views or plays the game.