**Presentation Notes:**

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

The Simon game was invented in 1978.

* 1. Who invented it?

The game was invented by Ralph Baer

* 1. What toy company made it?

The toy company that made it was Hasbro Inc. which was owned by Milton Bradley at the time.

1. Summarize some important facts about the Magnavox Odyssey game system.

* The Magnavox Odyssey game system was the first game system to be made.
* The game used a TV display and gamepad controllers.
* The game system could run multiple games at once.
* Pong was the most popular game at the time and it was on the Magnavox Odyssey.

1. What is the oldest video game system that you have played on and how is it different from the latest game systems?

The oldest game system that I played on was the game cube and this is different from game systems today because of the graphics and the programming have improved and it sometimes feels like what is happening in the game is happening in real life right in front of you.

**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?

You can press the green button or the red the button to play party or solo.

* 1. How do you play the game?

You play the game by pressing the buttons right after all of them light up like a memory game.

* 1. How do you end the game?

After you mess up and get the combination wrong on the game then you just wait and the game will turn off itself.

* 1. How do you display the top score?

It tells you the high score after you mess up if you got the newest high score.

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

It is different because in the part game you can play with other people and continue to keep the game going.

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?

What makes Simon a good game is the addiction to beat the higher score that is on the game

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

1. All computer systems (e.g. games, PCs, etc.) are based on input devices and output devices.
   1. Input devices allow users to provide information into the computer system. What are the input devices for the Simon game?
   2. Output devices allow a computer system to provide feedback and information to users. What are the output devices for the Simon Game?
   3. Compare the Simon game devices to the input and output devices used in modern video games.
2. Computer programs provide logic that connects input devices to output devices. Computer programs also allow an input device to result in different possible outputs depending on the state of the system (e.g. at the beginning, middle, and end of the game).
   1. Describe a situation in the Simon game where the same input device results in two or more different output actions at different times in the game.