Link to image: <a href="https://create.piktochart.com/infographic/saved/26556529">https://create.piktochart.com/infographic/saved/26556529</a> and click google sign in after to see image. Copy and paste the following: **Email**- deanna.vera@myds.us **Password**-051602

## Computer Science Project

Topic: Nintendo Switch

- 2a.) The nintendo switch is designed to be an at home and on the go gaming system. The nintendo switch's intended purpose and function is for the player to be able to see the content on the Console whether it's out of the Dock or not. The nintendo switch dock is what allows the console to be "on the go".
- 2b.) I used Piktochart to create my computational artifact. I chose an infographic template and created two blocks(slides). Afterwards, I deleted the information that was used to as an example and added pictures from google images of the nintendo switch and what comes inside the box when you purchase one. I then explained underneath each image it sole purpose using a body text. I titled the first slide "Nintendo Switch" using title text. The chart on the 2nd slide represents the sales of the Nintendo switch, Wii U, and the Wii. The different colors represents the hardware and software sales
- 2c.) Some worries with gaming systems are lack of social skills, but the nintendo switch requires face to face gaming with some of its games. The downside of the nintendo switch is that the console only lasts about 3 ½ hours before it needs to be charged again. The non-beneficial effect of the nintendo switch to society is that not all of the games require face-to-face playing, which still means interacting less and less with your social life. The upside is that it does have quite a fair amount of games that require social interaction with other players.

## 2d.) Using specific details, describe:

- the data your innovation uses;
- how the innovation consumes (as input), produces (as output), and/or transforms data;
  and
- at least one data storage concern, data privacy concern, or data security concern directly related to the computing innovation.

2e.)

- 1. <a href="https://create.piktochart.com/infographic/saved/26556529">https://create.piktochart.com/infographic/saved/26556529</a> Piktochart
- 2.