Linear vs. Emergent Video Games

**Instructions**: Read the descriptions of the video games below and determine whether each game is linear or emergent. Write "L" for linear or "E" for emergent in the space provided.

1. The Last of Us: In this game, players follow a predetermined storyline as they navigate through a post-apocalyptic world. The gameplay is structured and progresses in a linear fashion, with clear objectives and goals.

Answer: \_\_\_\_\_

2. Minecraft: In this game, players are placed in an open world where they can freely explore and build. There is no set storyline or objectives, allowing for emergent gameplay possibilities and player-driven experiences.

Answer: \_\_\_\_\_

3. Uncharted: In this game, players embark on an adventure as they follow a predetermined path and storyline. The gameplay is structured and progresses in a linear fashion, with limited player choices and branching paths.

Answer: \_\_\_\_\_

4. The Sims: In this game, players have the freedom to create and control virtual characters in a simulated world. There is no set storyline or objectives, allowing for emergent gameplay possibilities and player agency.

Answer: \_\_\_\_\_

5. Call of Duty: In this game, players engage in a linear narrative structure as they complete missions and progress through a predetermined storyline. The gameplay is structured and progresses in a linear fashion, with clear objectives and goals.

Answer: \_\_\_\_\_

# Activities:

1. In pairs or small groups, discuss and justify your choices for each game based on the characteristics and gameplay mechanics discussed earlier.

2. Choose one linear and one emergent video game from the handout or of your own choice. Write a short paragraph for each game, explaining why you consider it to be linear or emergent. Use specific examples from the game to support your reasoning.

Linear:

Emergent: