Lesson 4 - Systems

In this lesson, students will learn about the differences between linear and emergent video games. They will understand the characteristics and gameplay mechanics of each type and analyze examples to determine whether a game is linear or emergent. Through guided and independent practice, students will develop their critical thinking skills by justifying their choices and providing specific examples from the games. The lesson will conclude with an exit ticket to assess students' understanding and a quiz to reinforce the key concepts. By the end of the lesson, students will have a clear understanding of the distinctions between linear and emergent video games and how these elements contribute to the overall gaming experience.

Objectives:

- Students will be able to define and differentiate between linear and emergent video games.

- Students will understand the characteristics and gameplay mechanics of linear and emergent video games.

- Students will analyze and evaluate examples of linear and emergent video games.

Materials:

- Whiteboard or blackboard

- Markers or chalk

- Handout with examples of linear and emergent video games

- Computer or projector for multimedia presentation

Bell-Ringer Activity:

1. Display the following question on the board: "What is your favorite video game and why?"

2. Give students a few minutes to think about their answer and write it down.

3. Ask a few students to share their responses with the class.

Introduction:

1. Begin by explaining to students that when talking about video games, there are two types of labels that can be applied to a game: linear and emergent.

2. Define the terms "linear" and "emergent" in the context of video games:

- Linear games have a predetermined path or storyline that players must follow. The gameplay is structured and progresses in a linear fashion.

- Emergent games provide players with more freedom and allow them to create their own experiences within the game world. The gameplay is open-ended and allows for emergent gameplay possibilities.

3. Explain that these labels are used to describe the overall design and gameplay mechanics of a video game.

Direct Instruction:

1. Present a multimedia presentation or use the whiteboard to provide examples and further explanation of linear and emergent video games.

2. Discuss the characteristics and gameplay mechanics of linear games, such as:

- Linear narrative structure

- Limited player choices and branching paths

- Clear objectives and goals

- Linear progression of difficulty

3. Discuss the characteristics and gameplay mechanics of emergent games, such as:

- Open world or sandbox environments

- Non-linear narrative structure

- Player agency and freedom to explore and experiment

- Emergent gameplay possibilities and player-driven experiences

Guided Practice:

1. Distribute the handout with examples of linear and emergent video games.

2. In pairs or small groups, have students analyze the examples and identify whether each game is linear or emergent.

3. Encourage students to discuss and justify their choices based on the characteristics and gameplay mechanics discussed earlier.

Independent Practice:

1. Ask students to choose one linear and one emergent video game from the handout or of their own choice.

2. Have students write a short paragraph for each game, explaining why they consider it to be linear or emergent. They should use specific examples from the game to support their reasoning.

Exit Ticket:

1. Distribute an exit ticket with the following question: "Explain the difference between linear and emergent video games. Provide an example of each."

2. Collect the exit tickets to assess students' understanding of the topic.

Closure:

1. Review the main points discussed in the lesson, emphasizing the differences between linear and emergent video games.

2. Encourage students to think critically about the design and gameplay mechanics of video games they play, and how these elements contribute to the overall gaming experience.

3. Preview the next lesson by mentioning that they will be exploring the impact of linear and emergent gameplay on player engagement and immersion.

Common Core Standards:

- CCSS.ELA-LITERACY.RI.9-10.1: Cite strong and thorough textual evidence to support analysis of what the text says explicitly as well as inferences drawn from the text.

- CCSS.ELA-LITERACY.RI.9-10.2: Determine a central idea of a text and analyze its development over the course of the text, including how it emerges and is shaped and refined by specific details; provide an objective summary of the text.