Warm Up

Instructions:

1. Display an image or video clip of a popular video game level.

2. Think about how the game guides the player through the level.

3. Share your observations with a partner or in small groups.

4. Select a few students to share their thoughts with the whole class.

Image/Video: [18 Minutes of Ghost of Tsushima Gameplay (Full 4K Presentation)](https://youtu.be/fxHTk_aQo7o)

**Observations**:

1. How does the game visually guide the player through the level?

2. Are there any specific landmarks or cues that help the player navigate?

3. Are there any obstacles or challenges that the player must overcome?

4. How does the game provide feedback or instructions to the player?

5. Are there any hidden or secret paths that the player can discover?

# Discussion Questions:

1. What are some effective strategies that the game designers used to guide the player through the level?

2. How does the level design impact the player's overall gaming experience?

3. Can you think of any real-life scenarios where effective guidance is important?

4. How can we apply the concept of guiding players in video games to other areas of life, such as education or problem-solving?