**Lesson 03 – Games as a Service**

**Main objective**

Students will dive deeper into a type of game monetization called Games as a Service and compare and contrast the pros and cons of the model.

**Standards**

* 9-12.IC.3 Impacts of Computing, Ethics
* 9-12.DL.2 Digital Literacy, Digital Use

**Lesson Structure/In class exercises**

Aim: What is a Games as a Service model? What are the pros and cons of developing a game like this?

Do Now:  
What are some games that you have played for a long time (1 year+)? List the reasons why you continue to play them, and also think about what we learned yesterday – how does the game make money?

Instruction:  
Students learned the previous day about different types of game monetization. This is a perfect segue into a slideshow reviewing Games as a Service (GaaS) – a business model that allows developers to continue updating one game in order to retain players. Using frequent updates introducing more forms of monetization, they can continue to be successful for a very long time.  
  
Students will be shown different examples of these types of games in the slideshow, as well as an illustration of how frequently these games are updated.  
  
Students will also be alerted to the criticisms of GaaS and begin to think about the ethics of it, leading into the group discussion.

Group discussions:  
Do you play any games that would be considered GaaS? What are they/what do you like about them, and do you recommend them? Do you think they are ethical?  
  
Group discussion for this lesson is lengthier than the previous ones, as the teacher should aim to drive the ethical debate within the class.

Time to work on assignment:  
Students get the rest of class (if applicable) to work on their homework assignment.

**Assignments**

Do some research to learn more about Games as a Service, and then make a post based on what you've found. You will also need to respond to at least 2 of your classmates’ posts with something you agree or disagree with, as well as something that you learned from their post or resonated with.

Here are some resources that you can view (but are not limited to):  
<https://clevertap.com/blog/games-as-a-service/>  
https://www.helpshift.com/games-as-a-service-gaas-what-it-is-and-how-it-works/  
https://www.gridly.com/blog/games-as-a-service/  
<https://www.youtube.com/watch?v=VScoEZ-qyC4>

In your response:

* Summarize what Games as a Service is -- What are the developer's/company's objectives when they make these games? Feel free to reference any specific video games to illustrate your point.
* **State your opinion/choose your side on Games as a Service. Do you like these kinds of games/agree with the practice? Do you think it is ethical?** This should be the majority of your post.
* Some other questions you may choose to answer are: Would you ever work for a company in order to work on a live service game? Do you judge others who play live service games/should they be judged?

Remember to respond to at least 2 of your classmates’ posts!

**Resources**  
https://www.helpshift.com/games-as-a-service-gaas-what-it-is-and-how-it-works/  
https://www.gridly.com/blog/games-as-a-service/  
<https://clevertap.com/blog/games-as-a-service/>  
<https://neilpatel.com/blog/gaas/>  
<https://www.youtube.com/watch?v=VScoEZ-qyC4>