**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:

Intro:

Group discussions:

Time to work on assignment:

**Resources**

<https://clevertap.com/blog/games-as-a-service/>  
<https://neilpatel.com/blog/gaas/>  
<https://www.youtube.com/watch?v=VScoEZ-qyC4>

**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://neilpatel.com/blog/gaas/>  
<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?
* 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!