**Lesson 05 – Video game Journalism**

**Main objective**

Students will learn about the positive and negative sides of video game journalism, and then use that to debate the ethics and standards of this type of journalism.

**Standards**

* 9-12.IC.3 Impacts of Computing, Ethics
* 9-12.IC.7 Impacts of Computing, Career Paths
* 9-12.DL.2 Digital Literacy, Digital Use

**Lesson Structure/In class exercises**

Aim: What is video game journalism? How does its existence affect the game development process?

Do Now:  
What are some video game review sites that you know of? When you want to know if a game is good or not, who do you trust?  
  
Group discussions:  
Share what you wrote for your Do Now with the class! What is your go-to resource to research a game that interests you?

Instruction:  
  
- review scores and aggregate ratings (metacritic)  
- youtuber reviewers  
- review sites (ign, gamespot, game informer, etc)  
- review logistics (embargo, paid reviews, blacklists, etc)  
- gamer gate?

Time to work on assignment:  
Students get the rest of class (if applicable) to work on their homework assignment, and/or their presentations.

**Resources**

**Assignments**

Think of a video game that you really like. Find a review on it online – either an article review on one of the big review sites, or a video review on YouTube. Also, look up the Metacritic score of the game.   
  
Make a post with all your findings. Do you trust what these people have to say about the game? Do you agree with their points – and are there any points that you disagree with? Consider whether or not there may be foul play involved in the review as well, either in the form of a paid review, bias from the author or the website, etc.