**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:

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?

Intro:

Group discussions:

Time to work on assignment:

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

**Resources**

**Assignments**