**Lesson 07 – Digital Storefronts**

**Main objective**

Students will learn about the different digital storefronts/platforms that sell video games. With the knowledge of the different competitors and what they each offer, students will consider which storefronts they would want to develop games for/release games on.

**Standards**

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

**Lesson Structure/In class exercises**

Aim:

Do Now:

Intro:

Group discussions:

Time to work on assignment:

**Resources**

**Assignments**