Planning for Magazine Article Assignment

**Topic:** How people are entertained; the last 30 years of development in video games.

**Structure:**

1. *Introduction* - Entice the reader into the article by setting the scene, talking about what we have now and what has happened in the last 30 years.
2. *The Great Video Game Crash 1983 and the Rise of the PC* - Talk about what the crash was, why it happened and what it did to the industry in North America.
3. *Breaking Out and Rebuilding the Console* - Talk about the impact of the NES and how Nintendo managed to bring the game industry back single-handedly and subsequent game consoles up to the modern day.
4. *Modern Day* - Analysing the current trends in gaming and predicting the future that it holds.

**Rules:**

* Essay content must be 2 pages long, with the inclusion of bibliography to make a total of 5 pages.
* Parenthetical Referencing (Harvard System) is mandatory. Try not to rely on only 1 source either.
* There is hard no word count (roughly ~1500 words).
* Formatting and layout must strictly adhere to the IEEE paper standard and not digress from it.
* Not too technical, it should be reasonably friendly in tone to help it reach a wide audience.
* Good use of Spelling & Grammar is essential.
* Deadline is Tuesday, 14th November 2013 at 17:00. Be sure to expect a world of pain if delivered after that deadline with a grade of 0%.