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**AP Explore Task Project Response Questions**

2a: The computing innovation that is represented by my computational artifact is the process of video games through the eyes of Bungie Studios. Bungie Studios uses the most advanced technology to develop their video games by using different process-steps to create a community where people can come together and have fun cooperating in playing their games. The artifact attached with this starts by going through a 5-step process that other video game developers as well as Bungie use to create the game and allowing it to work and be published. With a concept idea of how the game will be, leads to art and how the game looks with detail, leading to coding that determines how the player interacts with the game world, then comes down to testing and making sure the game is near perfect and ready for launch, and last but not least distribution and getting your game out to the players as well as your brand. The industry of video games is rapidly expanding, targeting a young set of audience's.

2b: I used a free app on google called *google draw* to create my artifact. So what I did was set up 5 different blocks of text with arrows showing the order they go in on how video games are developed and made with a short description on the right side of each block. I then chose pictures off of the internet that fit the topic of each 5-step process so I can visually learn and observe what the concept, art, coding, testing and distribution of a video game looks like and comprehend what all of it means and how it connects and is put in the develop-process of video game.

2c: Pros and Cons

**Pros:** A beneficial effect that making video games has on society is being able to create a new type of game that the public hasn't seen before. If you as a kid have always dreamt about a perfect game that's fun, challenging and cooperative, then getting into the video game industry is a great way to bring your ideas to the table and start designing a game that everyone will love. Making a video game is something you as a company can always update and make adjustments too, so you can fulfill and make your game better to what the fans, gamers, and audience want after sending feedback.

**Cons:** It's good to always produce many games every year, but for the sake of impact on society and the company, some video game developers will focus more on publishing a quantity of games for the profit of revenue and don't focus on the quality of their published game. This can affect society for a game being published for quantity causing the video game to become boring and lack the amount of content and attention for play time. This is why publishers and developers in the video game industry as a whole needs to listen to their fans and audience on what they want and take their time to put the quality time to make a quality game that everyone will enjoy playing for a very long time. Instead of worrying too much on the quantity and caring only about the money and profit revenue.

2d: The kind of data that processing and making video games would primarily work with are the different and certain types of hardware, and software programs to make your game possible. Software packages for making video games like shooters are usually in three categories: 3-D, 2-D and role-playing. The 3-D software is more powerful than 2-D, and role-playing includes different kinds all together. Making video games starts off with software inputted into a program to make your game come to life. Popular video game softwares used for 3-D are DarkBASIC and DarkBASIC Pro. The pro version is meant for more advanced game developers. When developing a role-playing game, software includes RPG Toolkit, RPG 95, 2000, 2003 and XP. Most importantly in every game developed, coding is required. Coding is inputted into the games programming software and allows the developer to write systems with variables and statements with the important coding statement of if-if and else. The output determines how the player interacts with the game world. As far as data privacy concerns are, there have been no reports of hackers who've disrupted the development of making video games, for the company's servers for coding and testing are secure and private for only the developers to test and create. Since the memory of the game's development is stored on the server and program, there is a chance of a hacker exposing the data build, but it's very unlikely. Another data input could be the concept ideas, art designs, and coding interaction inputted into your programming software and your output would be testing your video game to ensure it's ready for the public and then distribute it out to the players.

2e:

1https://electronics.howstuffworks.com/making-a-video-game2.htm, Tim Crosby, "How Making A Video Game Works," Source: howstuffworks, date viewed: 12/9/17

2http://iml.jou.ufl.edu/projects/s13/pantone-a/, Al Pantone 2013, "A Start-to-Finish Guide For Making A Video Game," Source: Al Pantone 2013, date viewed: 11/27/17

3https://en.wikipedia.org/wiki/Video_game_development, Wikipedia, the free encyclopedia, "Video game development," Source: Wikipedia, the free encyclopedia, date viewed: 12/9/17

4https://www.bing.com/images/discover?FORM=ILPMFT, Bing, "Bing Images," Source: Bing Images, date viewed: 11/27/17