

TDT71 Game Development

Workshop

Monday 16th of September

Workshop 1: Games, history and players

- 14:00 Introduction
- 14:10 A brief History of Computer Games: Håvard
- 14:20 A brief History of Computer Games (2):Håkon
- 14:30 MMORPG:Truc and Quynh
- 14:40 Pervasive Games: Sondre
- 14:50 Player Types (1): Christopher
- 15:00 Player Types (2): Eirik
- 15:10 Group Discussion
- 15:15 Kahoot! quiz on todays articles

Group exercise (10 min)

Groups of 4 students

What have been the major changes/innovations in the game industry from the beginning to recent days?