

TDT71 Game Development

Workshop

Tuesday 12th of September

1600-1800

Workshop 1: Game history and concepts

- 16:00 Introduction
- 16:10 A brief History of Computer Games Anders
- 16:20 MMORPG (1) Alex
- 16:30 MMORPG (2) Joakim
- 16:40 Pervasive Games Thomas
- 17:00 Group Discussion
- 17:15 Kahoot! quiz on todays articles

Group exercise (10 min)

Groups of 4 students

1. What have been the major changes/innovations in the game industry from the beginning to recent days?
2. How would you like MMORPGs to be in the future?
3. Why haven't pervasive games become a major success and how can they become one?