

# TDT71 Game Development

Workshop

Monday 10<sup>th</sup> of September

# Workshop 1: Games, history and players

- Introduction
- A brief History of Computer Games: Anders Hovden
- A brief History of Computer Games (2): Kimia Abtahi
- MMORPG: Peder B. Sundt
- Pervasive Games: Martin Solheim
- Player Types (1): Tobias Skjelvik
- Player Types (2): Magnus Rand
- (Group Discussion)
- Kahoot! quiz on today's 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?