

TDT71 Game Development

Workshop on
Games, History and Players

Workshop 1: Games, history and players

- Introduction
- A brief History of Computer Games: Kristoffer
- A brief History of Computer Games (2): Tobias
- MMORPG: Jakob
- Pervasive Games: Anniken
- Player Types (1): Anders
- Player Types (2): Victoria
- (Group Discussion)
- 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?