

TDT71 Game Development

Workshop on
Games, History and Players

Start 14:00

Workshop 1: Games, history and players

- Introduction
- History of Computer Games: Karl Andreas & Benjamin
- History of Computer Games (2): Sondre² & Pål Andreas
- MMORPG: Christoffer & Sondre Olav
- Pervasive Games: Sigrid & Vilde
- Player Types (1): Jens & Jonas
- Player Types (2): Zaim & Max Torre
- (Group Discussion)
- Kahoot! quiz on today's articles

Group exercise (10 min)

Groups

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