

TDT71 Game Development

Workshop on
Games, History and Players

Start 14:00

Workshop 1: Games, history and players

- Introduction
- History of Computer Games: Norbert & Magnus
- History of Computer Games (2): Jonatan & Christian
- MMORPG: Yousif & Oskar
- Game Reward Systems: Jesper & Lars
- Player Types: Kornel & Håkon
- Discussion
- Kahoot! quiz on today's articles

Discussion

What have been the most significant changes and innovations in the gaming industry from its inception to the present day?