

World Book® Online:

The trusted, student-friendly online reference tool.

Name: _____ Date: _____

Electronic Games

Do you consider yourself a gamer? A good electronic game is like a whole world to explore, full of secrets and surprises. But do you know how these worlds have grown and evolved in the past few decades? Even if you've mastered Minecraft and found all the Pokémon, you can still discover plenty of secrets about the history of electronic games.

First, go to **www.worldbookonline.com**

Then, click on "Student." If prompted, log on with your ID and Password.



Find It!

Use the World Book search tool to find the answers to the questions below. Since this activity is about electronic games, it is recommended you start by searching the key words "electronic games." Write the answer below each question. Don't be afraid to keep on searching for other key words! You'll find even more secrets that way.

1. Electronic games differ from other kinds of media because they are _____, meaning the player takes part in and helps guide the action.
2. The player's choices and the game's responses combine to create an experience called _____.
3. A _____ manages the overall development of the game, coordinating the activities of the other team members. A _____ create the rules of the game.
4. Flat graphics are called _____-_____. Graphics with depth are _____-_____.
5. In a _____-_____ game, the player's character acts as the game's camera.

True or False

On the lines below, write T if the answer is True or F if the answer is False.

- _____ 6. The rules of an electronic game are contained in lines of computer code.
- _____ 7. Video game consoles are usually controlled with a keyboard and mouse.
- _____ 8. New video game consoles usually come out about once every ten years.

_____9. To play the latest games for personal computers, players often must keep their machines' graphics capabilities up-to-date.

_____10. Handheld systems are usually less powerful and feature simpler games than consoles and personal computers.

.....

Timeline

As technology evolves, so does the way people interact with electronic games. Name each game, based on its description.

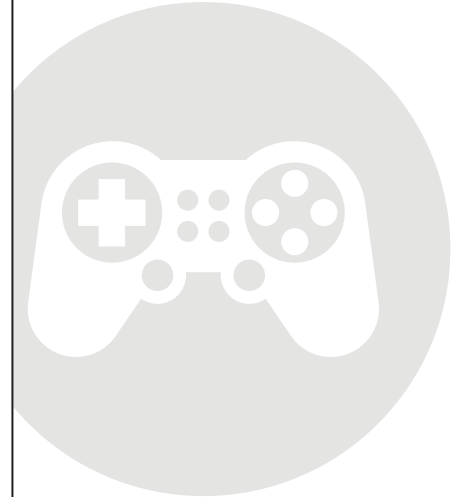
11. This 1972 arcade game, based on table tennis, helped launched the first major video game company, Atari.
12. This 1986 Nintendo game was the first in which players could save their progress, connecting multiple game sessions into an epic quest.
13. This 1992 fighting game was so violent and gory that it led to the establishment of the Entertainment Software Rating Board.
14. This 1996 game reimaged a heroic plumber's adventures in three dimensions. It made use of the new Nintendo 64 console's unique controller for three-dimensional play.
15. This 1997 fantasy game used the large storage capacity of CD-ROM's to create an almost movielike experience, helping the PlayStation become a popular brand.
16. This 2000 game let players build virtual neighborhoods, guiding the day-to-day lives of their inhabitants. Players could create their own content and share it with others over the Internet.
17. This action-packed 2001 science fiction game let players compete over a computer network, helping Microsoft's XBox console become popular.
18. This 2007 game used innovative controllers shaped like guitars and drum sets, enabling gamers to play along with popular rock songs to scrolling notes on-screen.

.....

Match It!

World Book has a number of articles on important video games series and game designers. Use the search feature to look up additional articles and match the list of designers to their games. (Hint: You may search for either the designer's or the game's article in World Book!)

Designers:	Games:
_____ 19. Shigeru Miyamoto	A. <i>Spacewar!</i>
_____ 20. Will Wright	B. <i>Railroad Tycoon</i>
_____ 21. Hironobu Sakaguchi	C. <i>Pokémon</i>
_____ 22. Sid Meier	D. <i>SimCity</i>
_____ 23. Satoshi Tajiri	E. <i>Donkey Kong</i>
_____ 24. Steve Russell	F. <i>Minecraft</i>
_____ 25. Markus Persson	G. <i>Final Fantasy</i>



26. A. What is an MMORPG?
- B. Name three important examples of MMORPG's, including the year they came out. (Hint: For this question see the "MMORPG" article.)
27. Name two games that are popular amongst electronic sports players, including the year they came out. (Hint: For this question see the "electronic sports" article.)
28. The first video game console was the Magnavox Odyssey, released in 1972. What was the original name of this machine, and who developed it? (Hint: For this question use the keyword "Magnavox" and read the articles.)
29. In the early 2000's, three video game series played central roles in expanding games' appeal for older players. What were these three series? (Hint: For this question return to the "electronic games" article.)

30. Beginning in the mid-2000's, many popular games featured lifelike graphics, music from acclaimed composers, and voices from famous actors. Name two ways that game companies dealt with the increasing cost of making such games. (Hint: For this question see the "electronic games" article.)

31. How have Nintendo's Wii consoles—the original Wii (2006) and the Wii U (2012)—differed from Microsoft's and Sony's rival consoles?

32. Describe two ways that electronic games can benefit people.

33. Describe two controversial issues facing the electronic game industry.

Teacher Page

Answers:

1. interactive
2. gameplay
3. producer; game designer
4. two-dimensional; three-dimensional
5. first-person
6. T
7. F
8. F
9. T
10. T
11. *Pong*
12. *The Legend of Zelda*
13. *Mortal Kombat*
14. *Super Mario 64*
15. *Final Fantasy VII*
16. *The Sims*
17. *Halo*
18. *Rock Band*
19. E
20. D
21. G
22. B
23. C
24. A
25. F

26. A. MMORPG stands for “massively multi-player online role-playing game.”
- B. Answers may include *Everquest* (1999), *Final Fantasy XI* (2002), *Second Life* (2003), *World of Warcraft* (2004), *The Lord of the Rings Online* (2007), and *Star Wars: The Old Republic* (2011).
27. Answers may include *Starcraft* (1998) and *League of Legends* (2009)
28. The Brown Box, invented by Ralph Baer
29. *Madden NFL*; *Grand Theft Auto III*; *Halo*
30. These big games were expensive to produce. To reduce financial risk, game companies started using in-game advertisements, and relied on sequels to established games and movies with built-in appeal.
31. The Wii was far less powerful than the PlayStation 3 and Xbox 360, but it featured an innovative motion-sensitive controller that appealed to wider audiences. The Wii U was also much less powerful than its rivals, the Xbox One and PS4; it featured another innovative controller with a tablet-like touch screen.
32. Answers may include:
- Games offer people a sense of escape, and the pleasure of mastering challenges.
 - Playing games regularly may help people perform better at certain complex visual tasks.
 - Social gaming helps people connect with other players around the world.
 - Many games require intense thought, learning, decision making, and problem solving, making them useful as educational tools.
33. Answers may include:
- People have voiced concern that violent games promote violence in people who play them—research in this subject has produced mixed results.
 - Many games present social issues, especially involving women, in troubling ways—for example, women are often won as “prizes.”
 - Although gaming addiction is rare, people can play games too much, and it is a passive activity that may lead to a reduction in physical activity and associated health problems, such as obesity.