

Are the best games always online?

What a good one looks like...

CONTEXT: In this day and age, so many games are accessible online, but is this always the best way to play? We have to remember that when we choose to play a game online, they often have age restrictions. These restrictions are designed to help us to know which games would be the most appropriate and fun for us to play, based on our age and maturity.

Here are some online games for you to test:

Interland: https://beinternetawesome.withgoogle.com/en_us/interland

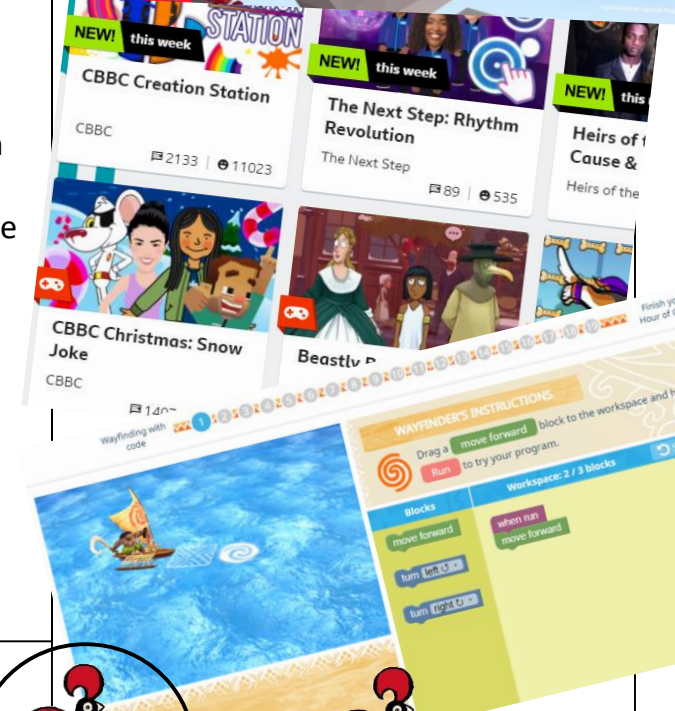
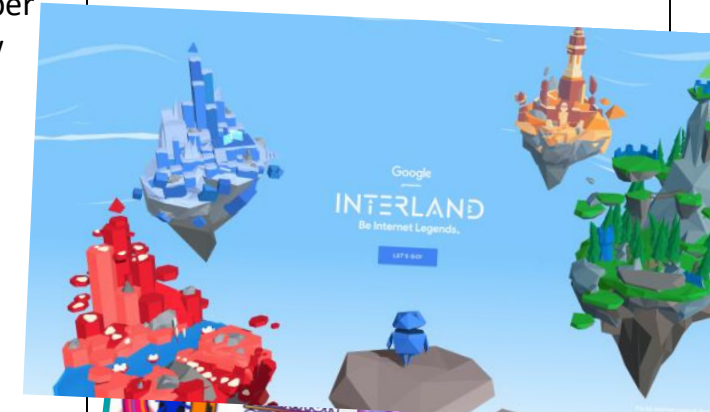
Wayfinding with code (Moana): <https://partners.disney.com/hour-of-code/wayfinding-with-code>

CBBC games: <https://www.bbc.co.uk/cbbc/games?scrybrkr=b212cc01>

Bond bubbles: <https://www.purplemash.com/#app/games/bondbubbles>

PROGRESSION OF ACTIVITY:

1. Watch the video to find out about game testing. It is the job of a game tester to decide which games are the best and ultimately, which games become accessible to you! People test physical games and online games. In this video, some children are testing a device from the past. <https://www.youtube.com/watch?v=0pCp8g-VjOs>
2. Game testers have a set of criteria to support them in judging whether a game will be well received by the players. We call the players their 'target market.' Before you begin to play the games above, consider your own criteria to help you to judge how good the game is. An example of what this might look like can be found on the next page. Who do you think the 'target market' is for each game?
3. Choose some of the games above to test. Rate them using your rating system to help you to decide which game was your favourite and which was your least favourite.
4. Using your favourite game, create a review. You might record this as a video or produce a written reflection. It could look something like this: https://www.youtube.com/watch?v=mgced1O_UJM
5. If you were going to design your own game, who would be your 'target market'? What would be important when designing your game? Do you think that online games are always the best games?



It is a pair task ?



Is it independent?



Is it a family challenge?

Name of the game: **Wayfinding with code**

Publisher: **Disney Partners**

Genre: **Coding**

Target Market: **Primary aged children**

Aim of the game: *To discover and navigate the new world of coding to help defeat the Kakamora.*

Easy to understand: ★ ★ ★ ☆ ☆

Suitable for all: ★ ★ ☆ ☆ ☆

Educational: ★ ★ ★ ★ ★

Fun: ★ ★ ★ ★ ☆

Challenging: ★ ★ ★ ☆ ☆

The target market here is not very specific. Which age do you think this game would be more suitable for? Would this be as enjoyable for Reception as it would be for Year 4?

Here are some examples of categories that you could use to rate your games. When you decide on your categories, think about what is important to you in a game. Some other suggestions might be:

- Multiplayer
- Competitive
- Clear rules
- Device friendly
- Graphics
- Levels
- Customisable
- Price