

Main subject:
Product Design

Linked subjects:
1: IT 2. Media 3. Business

Year
8

Steady Hand Game

The aim of this extension task is to investigate and analyse the rise in interactive electronic gaming. You will also investigate some of the moral and social issues surrounding electronic games that shock the players.

Why Not?
It's just for fun!

Context of task:

We are constantly bombarded with adverts for the next new gaming product. Toys and games are always highly popular and the press often make a massive deal out of 'What's going to be the Christmas No.1 toy?'

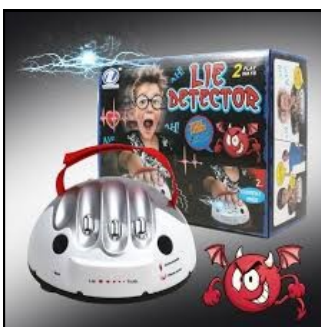
Gaming is certainly becoming more and more interactive. Developments in touch screen technology and wireless interfacing, like the Nintendo Wii or Apple iPods, have seen enhanced human interaction with numerous electronic products.

It might be good idea to stop and assess whether these products are enriching our lives or inhibiting the way in which we interact with each other.

Questions / Issues to address:

Can you explain why people find games like this appealing? Fully explain you reasons.

1. What is an interface? Can you give any other examples of popular games that have an 'interface'? How are they used and what makes them so popular? (Include images)
2. When we talk about social issues surrounding these games, can you find out and clearly explain some of the negative social issues and some of the positive?
3. If you were the managing director of a company, you might come up against criticism for launching a new electric shock product. Why might this be the case? Fully explain your answer giving reasons exploring the 'moral issues' surrounding the product.
4. Can you imagine what 'interactive electronic gaming' might be like in the next 10 Years? Create and print out an advertisement for a new product using ICT showing and explaining your new product. Be as creative as possible.



Above are some good examples of electric shock games on the market; Lie detector, Shocking Thumb Wars and Shocking roulette

Expectation

2 Sides of A4 Paper produced using ICT and hand drawn colour sketches

Deadline:

Please ensure that you have completed this work by the end of the current module.