Unit 2: Setting: Games head home

Content Area: **Language Arts Literacy**
Course(s):
Time Period: **October**
Length: **6 weeks**
Status: **Published**

Enduring Understandings

- As arcades failed, home gaming flourished.
- Home gaming began as a poor imitation of arcade and soon became its own, more-successful, format.
- The video game industry crashed in 1983 but would have a renaissance two years later thanks to Nintendo.

Essential Questions

- How did shift home affect genres?
- How were narratives changed/improved in home versions of arcade originals?
- What is the future of video games?
- What are the implications on storytelling as a result of technology?
- What have video game systems done to influence narrative storytelling?
- What kind of stories are good fits to be told via video games?
- What is the legacy of early video games?
- How did different cultures influence early video game narratives?
- How long are video game narratives?
- Are games violent?

Content

Vocabulary

Port, password, non-linear storytelling

Skills

- Compare/contrast arcade and home versions of similar titles.
- Analyze and interpret storytelling of home video games
- Infer and identify early home video game narratives.
- Compare/contrast similar stories told across different video game systems.
- Identify, analyze and predict technology’s impact on current and future interactive storytelling.
- Chart growth of video game industry.
- Dramatize video game narratives

- Justify the appeal of video games.

Resources

Potential Works of Study

- *Space Invaders, Asteroids, Defender, Missile Command*
- *Pitfall*
- *River Raid*
- *E.T*
- *Super Mario Bros.*
- *The Legend of Zelda*
- *Bionic Commando*
- *"Atari: Game Over"*

Standards

W.9-10.2

SL.11-12.1, 4-5

RL.11-12.2-3, 7

RI.11-12.3