Mr Andrews Online

KEY IDEAS

There are positives and negatives of spending time on technology.

Being on technology for a full morning/afternoon or playing games late at night can, in the long term, have a impact on how we feel and think (mental and emotional well-being) and on our health.

Technology provides lots of positive opportunities for learning, entertaining and socialising but it should be limited and used appropriately.

Excess use of technology can have negative effects on us because it lowers the frequency of interacting with each other and decreases the opportunities for exercise.

It's important if you're a game designer that you understand the type of game your audience wants.

A prototype allows a game developer to test a game with different users, collect feedback and make improvements.

Elements in games can be programmed with custom movement to make them more interesting.

Marketing campaigns can be a great way to promote a new game. Such as infographics, posters and videos.

Posters and videos should be eye catching, be easy to read from a distance and grab people's attention. Powerful phrases and special effects can help.

KEY VOCABULARY

Prototype	A first or preliminary version of a game from which other forms are developed
Health	The state of being free from illness or injury
Well-being	How you are feeling and how well you can cope with day-to-day life
Market research	The action or activity of gathering information about consumers' needs and preferences
Game design	The art of applying design and aesthetics to create a game for entertainment or for educational, exercise, or experimental purposes
PNG file	Portable Graphics Format' is a type of file image
Feedback	Information about reactions to a product which is used as a basis for improvement
Graphics	The display of content throughout a video game
Programming	The process of writing computing programs
Debugging	Correct errors in a program to help it run more efficiently and smoothly

CREATE. INSPIRE.