

Name: _____

Date: _____

Class: _____

Bellwork

Day	Date	Activity	Response
1		Complete the anticipation guide for this chapter.	
2		List five of your favorite video games.	
3		Define <i>video game</i> .	
4		What is a <i>virtual world</i> ? What is a <i>game world</i> ?	
5		What are the three categories of written skills?	
6		What role is considered "everybody's job"?	
7		What might you need to research if creating a ninja game?	
8		What is a game asset?	
9		What are 2D game objects called? What are 3D game objects called?	
10		Which job role makes working game levels? Which job role is in charge of the entire team?	
11		Which job requires the best writing skills? Why?	

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12		Why is a division of labor important to a great team?	
13		What is <i>ergonomics</i> ?	
14		Why are cheat codes programmed when designing games?	
15		What are two specialist roles of publishers?	
16		What is an <i>RPG game</i> ?	
17		How is a hierarchy used in game design?	
18		What is a <i>user interface</i> ?	