

Name: _____

Date: _____

Class: _____

Bellwork

Day	Date	Activity	Response
1		Complete the anticipation guide for this chapter.	
2		What is a <i>reflex</i> ? Give an example.	
3		Define <i>mental acuity</i> .	
4		How does shuffling cards or rolling dice function as a random number generator?	
5		Define <i>chance</i> .	
6		How can a single deck of playing cards be used to make many interesting games?	
7		How can someone become desensitized to violence by playing a video game?	
8		Define <i>behavioral development</i> .	
9		Define <i>balance of activities</i> .	
10		Define <i>cognitive development</i> .	
11		Define <i>motor skills development</i> .	

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12		Why is a <i>patent</i> important?	
13		What is a computer <i>bit</i> ?	
14		Define <i>competitive advantage</i> .	
15		In generation 5, what main competitive advantages did the CD-ROM disc have over the ROM cartridge?	
16		What is <i>porting</i> ?	
17		What is the difference between a <i>LAN party</i> and <i>online play</i> ?	
18		Why would a company keep games proprietary or under exclusive licensing?	
19		Why is jogging not considered a game?	