

Name: \_\_\_\_\_

Date: \_\_\_\_\_

Class: \_\_\_\_\_

## Bellwork

Day	Date	Activity	Response
1		Complete the anticipation guide for this chapter.	
2		Define <i>barrier to entry</i> .	
3		What is <i>cache memory</i> ?	
4		What is an <i>SPE</i> ?	
5		Define <i>graphics</i> .	
6		What happens if the CPU or GPU cannot keep up with the graphics demand of the game?	
7		What is the purpose of the virtual light source?	
8		What are <i>pits</i> ?	
9		How many nanometers are in one meter?	
10		What does the term <i>PC</i> mean?	
11		What was believed to be the major cause of the "red ring of death" recalls?	
12		Define <i>market share</i> .	
13		Is it unfair for Xbox to sell their systems cheaper than PS3? Why or why not?	

Day	Date	Activity	Response
14		From the time it was released, how long did it take <i>Halo 3</i> to become the best selling game of the year?	
15		Which generation 7 console made the most profit on each sale?	
16		How does the Wii rate on computing power and graphics compared to the PS3 and Xbox 360?	
17		What does an accelerometer do?	
18		Which segment of technology users is likely the heaviest user of experimental video game technology?	
19		What is a <i>niche market</i> ?	
20		Describe <i>PC gaming</i> .	
21		Describe the user interface for an unmanned aerial vehicle.	
22		Describe the user interface for the balloon pop game you created in the student activity manual.	
23		Which game systems were the first to use random-access flash memory cards?	
24		How does Google SketchUp use game technology?	
25		What is the term for selecting a color to be invisible?	
26		What is the difference between an object that is a copy and one that is a clone?	
<p>Note: there are more days of bellwork than days of activities. This is to allow extension of the days for completion of activities. Review all bellwork before the chapter test.</p>			