

Name: _____

Date: _____

Class: _____

Bellwork

Day	Date	Activity	Response
1		Complete the anticipation guide for this chapter.	
2		What is a <i>market-driven game</i> ?	
3		Why do game companies use surveys?	
4		What is a <i>newb</i> ?	
5		In addition to creating greater purpose for play, a game with soul includes what two elements?	
6		Describe the gameplay for a car racing game in which the player drives an ambulance and must make choices about who to pick up.	
7		What is meant by play as fantasy?	
8		What grammatical part of speech is play in the phrase <i>play fighting</i> ?	
9		How can a pilot build a tolerance to stress?	
10		Define <i>workaholic</i> .	
11		List three MMO games.	
12		Why do MMO players feel an intense desire to improve their status?	
13		What is a <i>sponsor</i> for a game?	

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14		What is an <i>online account service</i> ?	
15		What is a <i>Linden dollar</i> ?	
16		According to the reading in the text, what happened when a player sued <i>Second Life</i> for damages?	
17		What do MMO players use to represent their online persona in the game?	
18		Describe <i>parallax movement</i> .	
19		What was the purpose of design for <i>Quadrun</i> ?	
20		What form of play is <i>Wii Boxing</i> ?	

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.