

Name: _____

Date: _____

Class: _____

Bellwork

Day	Date	Activity	Response
1		Complete the anticipation guide for this chapter.	
2		What type of financial transaction is demonstrated by the story <i>Jack and the Beanstalk</i> ?	
3		List the five main categories of a supply chain.	
4		What is the role of the development group in the supply chain?	
5		How can a producer send a mass e-mail blast and not have it considered spam?	
6		How does the production group add value to the product?	
7		What is the purpose of a brand name and information printed on a package?	
8		Define <i>overhead expenses</i> .	
9		Describe the risk a wholesaler takes when buying in bulk.	
10		Define <i>MSRP</i> .	
11		What are the two rules a retailer must follow when selling a new release game?	
12		Describe the life cycle of an app.	
13		How does the used video game market work?	

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14		How can renting games be cost effective?	
15		Define <i>uplink</i> .	
16		What is a <i>labor-cost differential</i> ?	
17		What is a <i>skill differential</i> ?	
18		What are the two main reasons why production and sales can exist globally?	
19		What is a triple A (AAA) project?	
20		Why is it a good idea to start saving your games, designs, and other creations now?	
<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>			