

# Impact of Video Game Design

## *Directions:*

1. Your instructor will divide the class into two groups and assign one group the positive aspects of the video game industry and the other the negative aspects.
2. Using the Internet, library or any other available resources, research how the video game design industry affects culture, communication, expression, emotion, etc. based on the aspect assigned. Perform broad research about the historical impact of the video game design industry, including technological progression.
3. Considering the research, develop an argument regarding specific societal and cultural aspects which either hinders or advance the industry (according to which group you are in) and create a specific example for the argument.
4. Perform further research which specifically relates to the argument selected and create a more detailed argument in order to explain and assert the research. Groups should find at least three sources.
5. Once each group has made their initial argument, be prepared to respond to questions and counterarguments from the opposing group.
6. As a class discuss the outlook of the industry.