

**Due Date: September 2018 (1<sup>st</sup> lesson)**

**Scenario**

You have recently completed university and have secured employment with a local game development house called *NGR (New Game Reality)*. NGR work for multiple main stream production companies such as Activision, EA, Sony and Ubisoft. They makes games within all genres and across a multitude of platforms for users of all audiences.

**TASK - Gaming Platform Timeline(s).**

Your new boss is keen to see what you know about Game Platform technologies. They have asked you to write a report of **no less than 1500 words** explaining how technology on a variety of platforms has progressed since their birth.

You must cover a **minimum of FOUR** systems within each of the following platforms (Min of 16 in total);

- PC
- Console
- Arcade
- Mobile/Handheld

Select examples from a variety of time periods (E.g. One from each of the 80s, 90s, 00s and 10s) and explain how advancements in technology affected the following about the gaming experience at the time;

- Visual Style
- Sound and audio output
- Game mechanics
- Controls
- Multiplayer/Networking capability

Wherever possible use pictures and or links to videos or other media to aid in your explanations.

Finalise the report with an explanation of where you think gaming technology is heading in the future and why?

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