

LEARNING GOAL & SCALE: Standard	
4	Student will be successful in level 3 and: <ul style="list-style-type: none"> ✓ Use research on current and emerging technology to develop a blueprint, storyboard, outline, or plan for a potential future trend.
3	Student will: Describe the trends in current and future game development. <ul style="list-style-type: none"> ✓ Determine and analyze the significant trends in game development in the past two decades. ✓ Research and brainstorm the possibilities for the future of electronic games based on current and emerging technologies and future predictions. (Standard 24.0)
2	Student will: Define what a trend is. <ul style="list-style-type: none"> ✓ Research and identify past trends ✓ Research articles on potential future trends
1	With help from the teacher, the student has partial success with the current content.
0	Even with help, the student has no success with the current content.

Work scenario: You are getting ready to begin a new game development project at work and need to know what is currently trending in the industry. To show your project manager you've done the research compile information on o current trends as well as where you think the industry is headed. You want to be accurate, creative, and thorough to show management you really know your stuff and have the potential to move up!



Video Game Trends

It is important to understand where the video game industry is headed. Not just as gamers but as informed consumers and potential employees in the industry. Research game development trends from the past, present, and future.

Your job is to research trends in current and future game development. Determine and analyze the significant trends in game development in the past two decades. Research and brainstorm the possibilities for the future of electronic games based on current and emerging technologies and future predictions.

Here's some websites to get you started but don't stop there! Check out YouTube, Google, and gaming websites to really dive deep!

<https://newzoo.com/insights/articles/global-games-market-reaches-99-6-billion-2016-mobile-generating-37/>

<http://www.digitaltrends.com/gaming/>

<http://essentialfacts.theesa.com/Essential-Facts-2016.pdf>

<https://www.fastcompany.com/3062835/hr/microsoft-autism-hiring>

<http://www2.deloitte.com/global/en/pages/technology-media-and-telecommunications/articles/tmt-pred16-media-mobile-games-leading-less-lucrative.html>

How would you show your project manager the information they need?

Get creative in how you compile the information! Think about doing a blog post, Prezi with detailed information and Kahoot to test your classmates knowledge, video with commentary, and so much more!

****You must discuss at least 6 current trends and 2 trends that you think could become the future of gaming!**

****Include detailed information, statistics, and cite your sources. You can show me through a blog post, word document, Prezi & Kahoot, tri-fold with images and captions, video with commentary, or something of your choice that covers current and future trends in detail.**