ASSIGNMENT #1
“Game Genre Taxonomies”

Due Dates: Work in class, complete for next class

ASSIGNMENT:

tax•on•o•my – noun
– the science or technique of classification.

Discussion requires understanding, so we challenge you - define the primary genre taxonomies of computer/video games so that we all might have a better understanding of what it is we’re discussing.

When you are done you will have multiple classes of game genres, and a set of rules or tests that you can apply to determine if a particular game falls within a given classification.

You and your group need to –
   a) decide on the classifications
   b) determine the rules and tests
   c) be prepared to present and/or discuss your decisions next week

Do as much as you can in-class this week, but be prepared to correspond or meet (whatever is required) between this class and next-week’s class.