

Session 1 – History of Communication

In this session we looked at the history of communication and the impact it has had on the world today.

This was a very interesting first session, looking at how we used to communicate compared to how we do today. We spent some time looking up information about communication and different methods of it, and then we looked at some images on the projector and discussed what we thought was first to last to be invented. This would be very useful if we were looking into information for a game based in the past.

Session 2 – Referencing

In this session we looked at how to reference our work correctly.

This session was somewhat boring, but it did make it clear how we should present our work with references to our sources of information etc.

Session 3 – Feminism & Feminists

In this session we looked at how a feminist might look at Lara Croft; and whether or not she is a positive influence on younger girls and women, or made them feel as though they are not good enough by creating a false image of how a woman should be.

This session was interesting, looking at things from multiple points of view. Empathising with others to get a greater image of the situation and how other people react to it. This is vital for character development and when considering if our idea is suitable for a game that will be released into the public.

Session 4 – Women in Music Videos

In this session we looked at how women are portrayed in music videos and how they vary from culture to culture.

This was a very interesting session, similar to the feminism one in that we were looking at how women are portrayed by different cultures. For example in America female musicians seem to wear as little as possible (see Britney Spears) where as in Japan they go for a cute look, dressing their girls in school uniforms and bright colourful clothes.

This was another good exercise for empathy and looking at things from other people's perspectives.

Session 5 – Communism and Capitalism

In this session we looked at what a communist is, what a capitalist is and what their views on computer games might be.

This was another interesting session, as we were once again forcing ourselves into someone else's shoes. This session was useful in that it clearly set out the differences between communism and capitalism and further developed our empathy skills. This was by far the hardest empathy task we have had as we had to take into account less obvious factors that weren't present in the last sessions.

Session 6 – Histories of chosen subjects

In this session we were tasked to research 3 technological subjects of our choice and look at how they have changed and impacted our lives.

In our group we looked at Planes, Guns and Money as they seemed the most interesting ones out of any technology in the world! This was similar to the communication session we had at the start of the semester as we were looking into how things have changed and how they impacted life as they changed. This is a vital skill when developing almost any game and developing the stories, characters and objects in the game.

Session 7 – Paintings

Unfortunately I missed this session, but my friends have filled me in and explained that each person picked a painting and found as much information about it as they thought to be relevant. They then had to present this information in any way they found to be appropriate.

Session 8 – Web News analysis

In this session we were set the task of finding new web pages and analysing them for reliability based on reputation, appearance and the age group they were aimed at.

I looked at National Geographic, the BBC and Sky News. Analysing these sites and their content helped me to improve my ability to gauge the intended age group and the level of fact / truth that makes something interesting. Each website appeals to a different audience, and so do each and every game.

Session 9 – Old and New English

In this session Tom read extract from two separate books, one set in the future and one of Shakespeare's works.

This was useful as it highlighted the difference between time periods which is often different from game to game. For example the modern work used slang words, some that don't exist (at the moment) and described what sounded like a state of the art policeman who turned out to be just a pizza man! This looks at what's popular now and amplifies it (partly for comedic value) to make an interesting and believable setting (not in this case).