

North Hills Technology Education

Evolution of Games

Course Overview: Today's professional game designers understand and implement dynamics from many different types of games in their blockbuster hits. In this course, you'll explore ancient cultures, their games, and how they designed games using available technology and resources. Find out more about the benefits game playing has within a society. You will prototype and play games as well as get hands-on experience creating your own original game.



Learning Outcomes: By the end of the Evolution of Games course, students will demonstrate proficiency with:

- Identifying common elements found in games across cultures and throughout the centuries, specifically how games reflect the social, religious, political, and economic elements of a culture;
- Distinguishing similarities and differences among ancient cultures;
- Constructing game boards played in ancient cultures;
- Applying knowledge of game rules to ancient and modern games during game play;
- Comparing and contrasting the design of games played throughout the ages.

Course Number: 6672

Credit: 0.5

Grades: 9, 10, 11, 12



Learn More...

Students who complete this course will be more well prepared for careers such as:

- Anthropologist
- Architect
- Cartographer
- Corporate Trainer
- Entrepreneur
- Game Publisher, Designer, Developer

- Geospatial Information Scientist and Technologist
- Graphic Designer
- Logistician
- Media-Related Career
- Meeting, Convention, and Event Planner

- Producer/Director
- Project Manager
- Sociologist
- Urban Planner
- Video Game Tester
- Web Developer
- Writer, Author, Editor

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Module 1: Evolution of Games and You

Lesson 1: Introduction to Evolution of Games

Assignment: Favorite Games Collage

Assignment: Games Then and Now

Assignment: Favorite Games

Lesson 2: Favorite Games

Assignment: Sharing Favorite Games

Module 2: Mesopotamia and the Royal Game of Ur

Lesson 3: The Royal Game of Ur

Assignment: Thinking about Ur

Assignment: The Royal Game of Ur

Lesson 4: Playing the Royal Game of Ur

Assignment: Reflecting on the Royal Game of Ur

Lesson 5: Mesopotamia and the Game of Ur

Assignment: Life in Babylon

Module 2 Quiz



Module 3: Egypt and Senet

Lesson 6: The Game of Senet

Assignment: Share Your Prototype

Lesson 7: Playing Senet

Assignment: Is Senet Similar to Other Games?

Lesson 8: Ancient Egypt and the Game of Senet

Assignment: Your Thoughts about Ancient Egypt

Assignment: Becoming an Archeologist – Field Journal

Lesson 9: Checkers/Draughts

Assignment: Change It Up Module 3 Quiz

Module 4: The Roman Empire and Nine Man Morris

Lesson 10: Nine Man Morris

Assignment: Why No Dice?

Assignment: Nine Man Morris

Lesson 11: Roman Backgammon

Assignment: Senet vs. Backgammon

Lesson 12: The Roman Empire

Assignment: Visual Timeline

Module 4 Quiz



Module 5: Scandinavia and Hnefatafl

Lesson 13: Hnefatafl

Assignment: Cultural Diffusion Map

Assignment: Playing Hnefatafl

Lesson 14: Scandinavia

Assignment: Longships

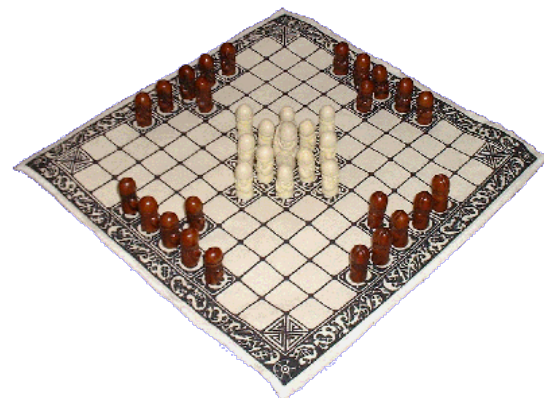
Lesson 15: History of Dice

Assignment: Dice or No Dice

Lesson 16: Simple Probability

Assignment: Play Yahtzee

Module 5 Quiz



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Module 6: China and the Game of Go

Lesson 17: The Game of Go

Assignment: Create Go

Lesson 18: Playing the Game of Go

Assignment: Thinking about the Game of Go

Lesson 19: Chinese History and Inventions

Assignment: China's Top Inventions

Module 6 Quiz



Module 7: India and Its Influence

Lesson 20: History of Chess

Assignment: The Popularity of Chess

Lesson 21: Rules of Chess

Assignment: The Moves

Lesson 22: Play Chess

Assignment: Winning Moves in Chess

Lesson 23: Parcheesi

Assignment: Making a Parcheesi Game Board

Lesson 24: India Past and Present

Assignment: The Math Connection

Module 7 Quiz



Module 8: European Influences

Lesson 25: Tic Tac Toe

Assignment: Mod Tic Tac Toe

Lesson 26: Medieval Europe

Assignment: Middle Ages Word Art

Lesson 27: Modern German Family Games

Assignment: Games in Economically Depressed Times

Assignment: Play a German Board Game

Module 8 Quiz

Module 9: The History of Card Games

Lesson 28: Card Games and the Printing Press

Assignment: 26 Soldiers of Lead

Lesson 29: Card Decks

Assignment: Piquet and Pinochle

Lesson 30: Card Games

Assignment: Play Card Games

Assignment: Re-designing a Game

Lesson 31: Cribbage and Whist

Assignment: Cribbage vs. Whist

Assignment: Venn Diagram

Module 9 Quiz



Module 10: Games in Early America

Lesson 32: 18th Century Games

Assignment: Colonial Card Games

Lesson 33: The Royal and Most Pleasant Game of "Y" Goose

Assignment: Making and Playing the "Game of Goose"

Lesson 34: Games in 19th Century America

Assignment: Mod the Checkered Game of Life

Assignment: 19th Century Gambling

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Lesson 35: The American Journey

Assignment: Children's Games

Lesson 36: Games of the North American Indians

Assignment: Playing a North American Indian Game
Module 10 Quiz

Module 11: The Evolution of War Games

Lesson 37: World War II Forever Changes Games

Assignment: Post World War II Games

Lesson 38: Favorite War Board Games

Assignment: Axis and Allies Game Strategy

Assignment: Strategy in Risk

Assignment: Play Risk

Assignment: Play Axis and Allies

Lesson 39: War games through History

Module 11 Quiz



Module 13: The Impact of Computers

Lesson 42: Early Days of the Computer Game Industry

Assignment: What's in a Game?

Lesson 43: Computer Simulations

Assignment: Impact of Technology

Lesson 44: Games and Careers

Assignment: Reflection

Lesson 45: "Mod" a Game

Assignment: Make Your Game



Module 12: The Rise of Modern Games

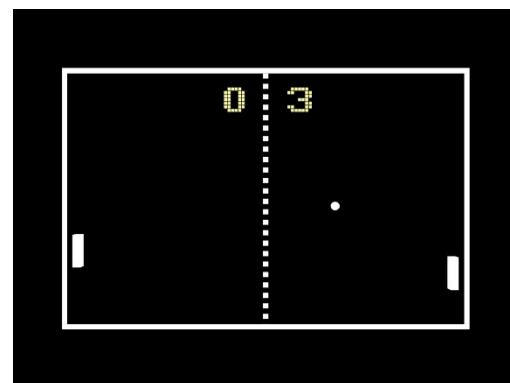
Lesson 40: Monopoly

Assignment: Play Monopoly

Assignment: Monopoly

Lesson 41: The Rise of Modern Game Companies

Assignment: Play Dungeons and Dragons
Module 12 Quiz



Final Exam

Final Exam – Essay

Final Exam – Multiple Choice