[](https://www.knowitallninja.com/)Social Trends in Computer Gaming 2

# Task 1

(a) A lot of traditionally single player game are increasingly adding online multiplayer modes, such as Grand Theft Auto V and Red Dead Redemption II. Some games are removing single player modes or hugely cutting back on them, such as Star Wars Battlefront. Why do you think game developers are increasingly moving towards offering these online multiplayer modes?

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(b) Below is a link to a Kotaku opinion piece on why local multiplayer is better than online multiplayer.

<https://kotaku.com/if-youre-playing-multiplayer-games-online-youre-doing-5782200>

Do you agree with the authors opinion or disagree? Explain your thoughts below:

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# Task 2

(a) A\* search algorithms are very popular for path finding in video games. Research how a\* pathfinding works and summarise this explanation below.

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(b) What are behaviour trees and how do we use these to add logic to our video games? Research this and summarise your findings below.

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# Task 3

Virtual reality is starting to have a big impact on the gaming market, but there are still several barriers that are stopping it from going mainstream. Research some of these barriers and summarise your findings below.

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# Task 4

(a) The security of services like Steam and online multiplayer accounts has been a major concern. Identify below two ways these accounts can be hacked and how we can prevent these threats from occurring.

|  |  |
| --- | --- |
| Attack Method | Prevention Method |
|  |  |
|  |  |

(b) The Quartz article linked below states that hackers will increasingly target young gamers in 2019.

<https://qz.com/1488316/hackers-will-target-more-young-video-game-players-in-2019/>

Why are young gamers being increasingly targeted by hackers?

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