Young IFA Lesson Materials

Project Day at IFA 2019
Lesson input and worksheets
Grades 7–13

IFA
CONSUMER ELECTRONICS UNLIMITED
BERLIN, 6–11 SEP 2019

Module 4
The whole world is playing! eGaming – an innovative industry at IFA

An eGame, short for electronic game, is a computer program that allows players to play on their own or in a team. Games require a computer-based device such as a PC, laptop, tablet, smartphone or game console. The term computer game is mostly used for PC games, the term video game especially for PC, mobile and console games. Recently, the English word "game" has also gained acceptance in Germany.

Computer games are among the digital industry's most successful sectors. In 2017, this sector, including gaming devices, achieved sales of € 3.3 billion in Germany alone – about twice as much as recorded music and music streaming combined, and almost three times as much as Germany's cinemas. In 2018, there were 524 companies developing and distributing games in Germany. They employed over 11,700 people.

Computer games have become particularly important among young people. Over 80 percent of 14- to 29-year-olds play games in their free time. Anyone who overdoes it, however, will probably experience negative effects – from sleep disorders to various symptoms of addiction and could even become detached from reality. Video games can have positive effects, for example, on spatial orientation, the ability to work in a team, memory and fine motor skills. Therefore, within the right context, moderate use is generally recommended for the development of young people. Games are also being used more and more in medical treatments due to their positive effects and open up new possibilities – for example in treating dementia or pain disorders and in the aftercare of strokes.

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Although computer games have long been part of everyday culture, they are still regarded by many as a second-class art form in comparison to film, music, painting, etc. This is largely because they focus so much on providing entertainment, a fact that is also reflected in the word "game." Games are only gradually becoming more widely accepted in society. In South Korea, for example, computer games already have a high social value.

During the development of the first computer games in the 1980s, a single programmer usually took care of the entire production of a game. Today, studios use specialized teams to develop different components of a single game. The most important are: game design, production, graphic design, programming, sound design and music. Sometimes more than one hundred specialists are involved in the development of a game, which can drive the development costs up to US$15 million.

IFA is pleased that every year more and more companies present their latest games at the world's largest trade show for Consumer Electronics in Berlin.

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Worksheet 1/1

Analyze the gaming industry at IFA 2019

Describe the types of games you saw most at IFA – and how they differ.

Which type of game is most common? What could be the reasons
why this type of game is so popular?

Were you able to identify any professions in this field – if so, which ones?

Which game did you personally like best?
Describe what you particularly like about it!

If you could develop a game yourself:
What kind of computer game would you like to invent – and why?