

# MeTEOR Performance Task

## Fifth Grade

English Language Arts  
*Beyond Video Games*



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CONNECTING THE DOTS



## ***Performance Task Item: Beyond Video Games***

## **Part A:**

**Read “What’s New for Video Games?” and answer questions 1 – 3.**

1. According to the text, how does Sony's PlayStation Move work?
  2. What are some reasons that social gaming is popular? Interview friends, your classmates or others to see how many enjoy social gaming. Create a list of reasons that social gaming is popular. Are there many common reasons?
  3. With a group, research one of the video game products listed in the article (PlayStation Move, VirtuSphere, Power Gig or any socially interactive game). Create a poster to explain the way the video game product works, the components of it, as well as any other interesting facts. Be sure to address how it is alike and different from traditional video games. A rubric has been provided to help guide you.

**Read “Top Video Gamers find Fame Playing with Big Crowds for Prize Money” and answer questions 4 and 5.**

4. What is the main idea of this article? What key details does the author use to make the point?
  
  
  
  
  
5. Using the Venn Diagram provided, compare and contrast sport competitions and video game competitions.

**Part B:**

**Read “Escaping from Zombies: A Scary Challenge in Virtual Reality” and answer questions 6 - 9.**

6. According to the article, what are some of the reasons that people like live action video games? What is the author’s purpose for writing this article?

7. One of the criticisms of video games has been that they don't allow for much human interaction. The article, "Escaping from Zombies: A Scary Challenge in Virtual Reality", discusses how these games allow people to interact and depend on each other. Write a letter to your friend inviting them to come with you on a real-life video game adventure. You will need to explain what will happen on the experience and give all of the details including:

- a. What to wear-
- b. What to expect from the experience-
- c. Why it will be fun-

Note: A Rubric has been provided as a guide.

8. Using the resources from the article, research and background knowledge, create with your group a real-life video game. You will need to have a theme, rules and directions, what the game's objective(s) will be and how to win. A rubric has been provided.

9. Have you heard of "Pokemon Go"? Many people enjoy playing it, but it has also caused a lot of problems. After reading this article, what are some inferences you can make about potential problems from playing Zedtown and Zero Latency? Using the chart provided, make a list of potential problems and possible solutions.

**Part C:**

10. One of the benefits of real-life video game adventures, according to the articles, was stimulating people's imaginations. Video games in the past have been used to help pilots simulate flight situations, designing clothes in the fashion industry as well as training simulations for emergency personnel. How could people use gaming to help world issues? Brainstorm the possible issues and research to gain more information. What are some ways a real-life video game adventure or simulation might be used to improve the issue? For example, hunger might be an issue and you could design a video game where players test the soil to see what could grow best in that area. They could simulate growing techniques and the points they get from playing the game could be converted into donations for a food bank. Do not limit the extent of technology even if it has not been created yet. Develop a PowerPoint presentation that explains both the world problem and ways the game might help alleviate some of the issues.

## ARTICLES/STUDENT MATERIALS

### What's New for Video Games?

**SAN FRANCISCO, California** (Achieve3000, March 23, 2010). Imagine a giant room filled with the latest video games. Imagine people playing these games and then talking about future games. That was pretty much the scene at the 2010 Game Developers Conference. The yearly meeting of video game designers took place in March.

Many people were excited to see some new video game products. One of those products was Sony's PlayStation Move. This wand-shaped controller works with Sony's PlayStation 3 gaming system. It allows players to control the movements of the characters onscreen by making the same moves they want the characters to make. The Move uses a camera to pick up the players' movements. Games for the new system include "Sports Champions" and "Slider."

Elsewhere, gamers looked at other new products. One of these was VirtuSphere, which looks like a huge hamster ball. Players walk around inside the ball to control the movements of an on-screen character. Folks also rocked out with the upcoming guitar game, "Power Gig."

But the biggest buzz was over social gaming. Social games are played on the Internet and involve more than one player. They have been very popular. That is why they have video game designers talking about what might be "the new big thing" in games.

"I think [game makers have] discovered there's still new [types of products to create]," said Game Developers Conference director Meggan Scavio. "There's still new ways to develop and make games that they hadn't thought of before."

Game designer Sid Meier gave a speech at the conference. Meier, who created "Civilization," encouraged companies to reach for new ideas. He said new games should tap into players' imaginations.

"What it comes down to is [that] we're trying to create this...journey for the player where the process of playing a game takes you from one place to another," Meier said. "By the end of the game, you've maybe learned something about the world...."

So what's next for video games? Technology expert Scott Steinberg said no one is quite sure. However, he believes that the possibilities are endless, especially with products like the PlayStation Move.

"It's just scratching the surface," said Steinberg. "At this point, we're just seeing some very early possibilities."

## Top Video Gamers find Fame Playing with Big Crowds for Prize Money

By Washington Post, adapted by Newsela staff



Choi Seong Hun (left), who goes by the gaming name "PoLt" and Choi Ji Sung, known as "Bomber," both of South Korea, are separated by a divider as they compete against each other in the finals of the Red Bull Battle Grounds "StarCraft II" video game tournament in Atlanta, Georgia, July 13, 2014. AP Photo/David Goldman

The earliest computer games were not played online. People played alone or with just a few friends. Then, the Internet connected players from around the world.

Players still remained alone in their bedrooms and basements, however. They played against many more people, but they still rarely got to know them in real life.

Things have certainly changed since then. Gaming has become like any other sport, and the top players now play in matches held in front of cheering crowds.

On Saturday, the Fillmore Theater in Silver Spring, Maryland, was packed. The crowd was there to watch the Red Bull Battle Grounds championship games, which featured a group of top gamers.

As the players filed onto the stage, the audience began cheering. Fans waved posters with pictures of their favorite players on them.

### New StarCraft Game Allows Teams

The players then began warming up. One changed the height of his chair, while another put a neck pillow on the back of his chair for extra cushioning. Another rolled his neck and moved his shoulders up and down to get loose.

Once everyone was ready the games began. The gamers were playing a new form of the game StarCraft, which now lets teams of two play against each other. They tapped away at keyboards and tried to kill their enemies.

The first match was particularly exciting. Choi Ji Sung and Mun Seong Won made up one of the teams. Choi is known as "Bomber" and Mun is called "MMA." Chris Loranger and Jang Min Chul were on the other team. Loranger is called "Huk" and Jang is known as "M.C."

Bomber was the winner of the last big games and was hoping to win again. M.C. had come out of retirement to see if he could beat Bomber this time around.

### **Fans Travel Far To See Games**

The fans in the audience had come from all over the country to see the games.

Kyle Storey traveled from Dover, New Hampshire, with his best friend, Edward Juarez. The two came to watch Bomber and were hoping to see him win again.

Sounil Yu and his two teenage sons came from Reston, Virginia, to watch the games. The three like to play StarCraft together. Yu and his sons said they think StarCraft is one of the hardest computer games. Players have to pay attention to a lot of different things all at the same time. For example, they have to mine minerals and build worker bases while they are fighting their enemies.

StarCraft is "like chess but much faster and much more interesting to watch," Yu said.

John Bain was once a big gamer, and is known as TotalBiscuit. Bain now makes a living talking about other gamers, and to fans. More than 2 million people watch his YouTube channel.

### **Big Matches Have "Gamescasters"**

Bain also "gamescasts" live matches these days. He is like a sportscaster who talks about plays at a football or baseball game.

Bain was one of four "gamescasters" who were at Saturday's Red Bull tournament. He thinks the move to holding big games in halls and theaters is a very good thing.

In the past, gamers never really met the people they played against or many fellow fans of the game, Bain said. Now people can get out of their bedrooms and basements and meet each other.

Jessica Yuen was another one of the excited fans who watched Saturday's games. She came from New Jersey together with the members of her old college StarCraft club, many of whom are still among her best friends. Yuen also counts gamers she's met online as among her closest friends.

She was rooting for Huk, whose playing she has followed for years. She likes Huk for more than his gaming skills.

"He's just a nice guy. He cares about his fans," Yuen said.

In the end, Yuen got her wish. After seven hours of matches, Huk and M.C. won the tournament.

## Escaping from Zombies: A Scary Challenge in Virtual Reality



Gamers look out for "zombies" in "Zedtown," a real-life adventure based on a video game taking place at a university in Sydney, Australia, September 17, 2016. PETER PARKS/AFP/Getty Images

A "zombie witch" in a dirty white dress chases people down a street in Australia.

Welcome to "Zedtown," where competitors pretend that the world is being taken over by zombies. They race to reach an escape point in order to win. They must also avoid being caught and turned by the "undead."

"Zedtown" has been described as a giant game of zombie-themed tag or a "live-action" video game. The game takes advantage of the growing number of people who grew up battling animated enemies on computer screens. Now, these people want to experience such imaginary adventures in real life.

### **She Enjoys People Running From Her**

Katerina Halkeas, who plays the witch, loves having people run away from her in real fear. She bases her character on a video game character. "Video games themselves are becoming so much more immersive. And then when you have something like this, it's really the next step," adds Halkeas.

Unlike computer games, though, in real life players cannot hit pause or pull the plug. They cannot even use the bathroom without risking their "lives." They have to keep running to escape dangers in the game. It adds to the heightened energy.

The event kicks off with humans outnumbering zombies. If the humans are touched by a zombie, then they also become zombies.

Both sides are dressed in costumes. The organizers add danger at the start of the game by making a small group, who appear to be human, secret zombies. This, players say, creates fear and quickly swells the number of those hunting against those being hunted.

## Forming New Relationships

"You find yourself talking to people you wouldn't have otherwise spoken to and relying on those people for your life and you form intense relationships quickly," says "Zedtown" creator David Harmon. He has plans to roll out the event in other cities.

Tasks and challenges are set for people to move through the event space. They also try to make sure people do not just hide.

Ian Kilburn, a player dressed as "Death," wearing a cloak and carrying a sickle, says the game is a great rush. Everyone works hard on their costumes and tries to have fun.

The demand to play is very high. Tickets for an event at the University of New South Wales, which cost Aus \$45 (U.S. \$34) each, sold out within minutes.

Shooting games like laser tag have been around for a long time. "Zedtown," however, is part of a series of new games blending old video game ideas with the real world.

One example is "Pokemon Go." The game is based on old software from 1996. It uses players' smartphone cameras and maps to let them see cartoon monsters and capture them in real-world settings.

## Video Games Inspire Real-Life Adventures

Video games where players have to solve riddles and puzzles to reach the next level have inspired real-life adventures. "Escape the Room" is one example. Participants are locked in a room and have to solve problems to get out.

The next generation of games, though, will blend video games with the real world. The players will be running around with headsets showing them images of imaginary enemies. Such games are called virtual reality systems.

Tim Ruse is in charge of the startup "Zero Latency," a virtual reality game. In "Zero Latency," competitors wear headsets and carry backpacks with a computer. They also carry fake guns. The competitors enter a large warehouse and explore different imaginary settings. These include battling zombies and an arcade-style game where you defend a fort.

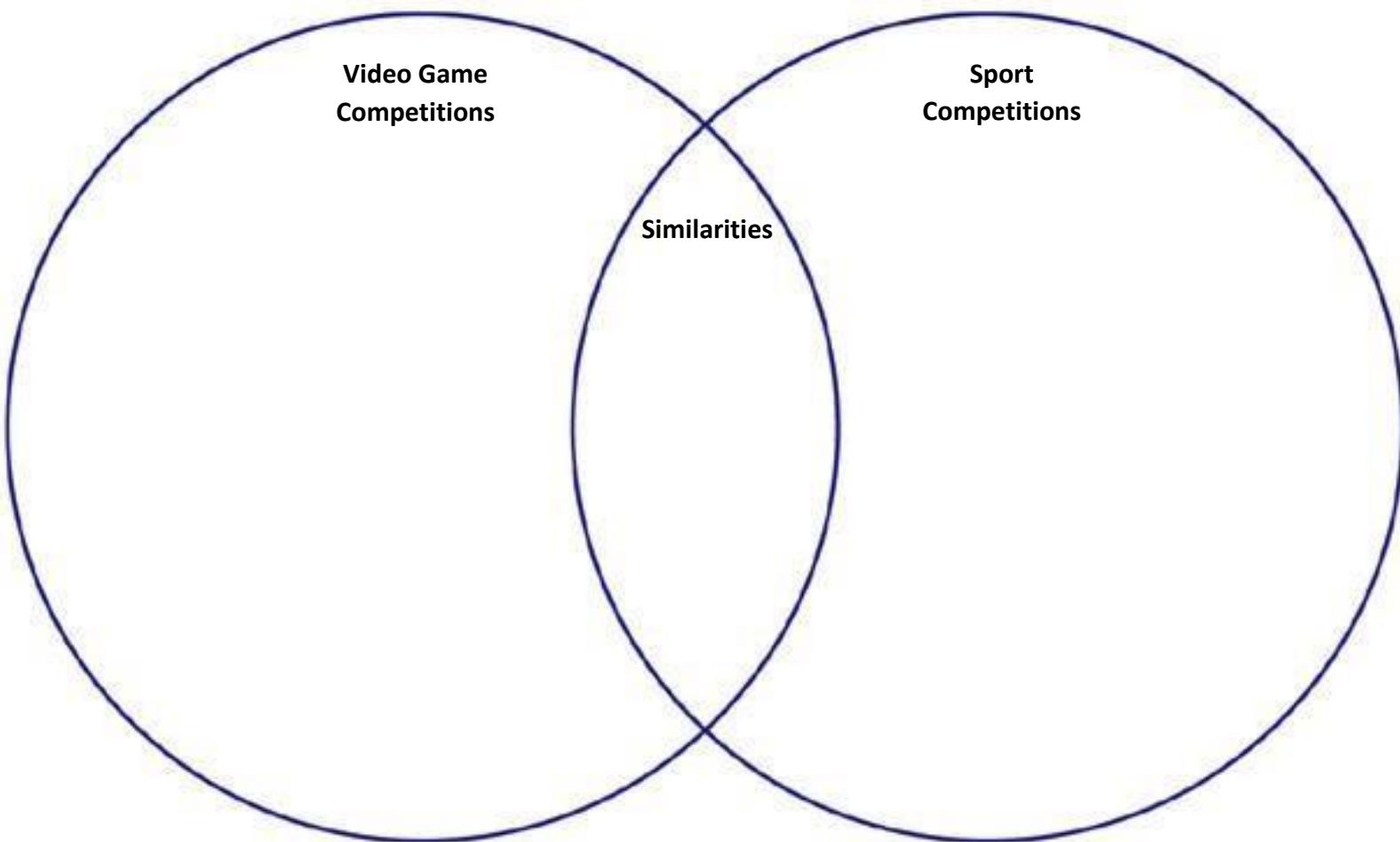
## "Zero Latency" Takes Off

"Zero Latency" started just over a year ago in Melbourne, Australia. Now, the founders are expanding their model all over the world.

Ruse says humans have always tried to remove themselves from the real world. He adds that he thinks the new immersive video games would become the next level of entertainment.

## POSTER RUBRIC

CATEGORY	5	4	3	2	1	Points Earned
<b>Creativity/Originality</b>	The poster shows a very original presentation of the materials which captures the viewer's attention and shows that the student went over and beyond the requirements, which were all met and exceeded. A great deal of time was spent on creativity.	The poster shows a lot of originality; good variety and blending of materials. The poster is very interesting to the viewer. The student spent a lot of time on the work and most of the requirements were met. A lot of time was spent on creativity.	The poster has some originality and variety of materials. Some but not all of the requirements were fulfilled. It shows some creativity and that a moderate amount of time was taken to create the poster. Viewers have some interest.	The poster has little originality or variety of materials. Few of the requirements are met. It shows little creativity and that a minimum amount of time was taken to create the poster. Viewers have little interest.	The poster has no originality. Insufficient use of materials. None of the requirements were met. It shows no creativity and that almost no time was taken to create the poster. Viewers have no interest.	
<b>Quality of Poster Presentation</b>	The poster is effective in relating all of the topics and requirements. Physical appearance of project shows attention to details in terms of lettering, organization, typing, proofreading, neatness, picture & art labels, etc.	The poster is interesting and adequately addresses the requirements and topics. Good physical appearance. Minor flaws in details.	The poster is somewhat interesting and vaguely addresses the requirements and topics. Appearance is not very appealing. Moderate errors in details.	The poster is not interesting and barely addresses the requirements and topic. Some vital elements are missing. Physical appearance is not appealing. Major errors in details.	The poster is not interesting and badly done and does not meet the requirements or topic. Vital elements are incomplete or not appropriate. Unappealing with extreme errors in details.	

**BEYOND VIDEO GAMES**

## Friendly Letter Rubric

CATEGORY	4	3	2	1
<b>Salutation and Closing</b>	Salutation and closing have no errors in capitalization and punctuation.	Salutation and closing have 1-2 errors in capitalization and punctuation.	Salutation and closing have 3 or more errors in capitalization and punctuation.	Salutation and/or closing are missing.
<b>Format</b>	Complies with all the requirements for a friendly letter.	Complies with almost all the requirements for a friendly letter.	Complies with several of the requirements for a friendly letter.	Complies with less than 75% of the requirements for a friendly letter.
<b>Length</b>	The letter is at least three paragraphs long. Each paragraph is three sentences long or better.	The letter is three paragraphs long. The paragraphs contain less than three sentences.	The letter has less than three paragraphs.	The letter is not written in paragraphs.
<b>Sentences &amp; Paragraphs</b>	Sentences and paragraphs are complete, well-constructed and of varied structure.	All sentences are complete and well-constructed (no fragments, no run-ons). Paragraphing is generally done well.	Most sentences are complete and well-constructed. Paragraphing needs some work.	Many sentence fragments or run-on sentences OR paragraphing needs lots of work.
<b>Ideas</b>	Ideas were expressed in a clear and organized fashion. It was easy to figure out what the letter was about.	Ideas were expressed in a pretty clear manner, but the organization could have been better.	Ideas were somewhat organized, but were not very clear. It took more than one reading to figure out what the letter was about.	The letter seemed to be a collection of unrelated sentences. It was very difficult to figure out what the letter was about.
<b>Capitalization, Punctuation, Grammar and Spelling (conventions)</b>	Writer makes no errors in capitalization, punctuation, grammar or spelling.	Writer makes 1-2 errors in capitalization, punctuation, grammar and/or spelling.	Writer makes 3-4 errors in capitalization, punctuation, grammar and/or spelling	Writer makes more than 4 errors in capitalization, punctuation, grammar and/or spelling.
<b>Neatness</b>	Letter is typed, clean, not wrinkled, and is easy to read with no distracting error corrections. It was done with pride.	Letter is neatly hand-written, clean, not wrinkled, and is easy to read with no distracting error corrections. It was done with care.	Letter is typed and is crumpled or slightly stained. It may have 1-2 distracting error corrections. It was done with some care.	Letter is typed and looks like it had been shoved in a pocket or locker. It may have several distracting error corrections. It looks sloppy.

### Rubric for Video Game Creation

	<b>4</b>	<b>3</b>	<b>2</b>	<b>1</b>
<b>Oral Presentation</b>	<p>Student was able to clearly explain the real-life video game and how it works.</p> <p>Answered all of the following:</p> <ul style="list-style-type: none"> <li>•How individual came up with the idea.</li> <li>•How it would be made.</li> <li>•How the game is played and its objective.</li> </ul>	<p>Student was mostly able to explain the real-life video game and how it works.</p> <p>Answered all of the following:</p> <ul style="list-style-type: none"> <li>•How individual came up with the idea.</li> <li>•How it would be made.</li> <li>•How the game is played and its objective.</li> </ul>	<p>Student was partially able to explain the real-life video game and how it works.</p> <p>Answered 2 out of 3:</p> <ul style="list-style-type: none"> <li>•How individual came up with the idea.</li> <li>•How it would be made.</li> <li>•How the game is played and its objective.</li> </ul>	<p>Student was not able to explain the real-life video game and how it works.</p> <p>Answered 1 or none:</p> <ul style="list-style-type: none"> <li>•How individual came up with the idea.</li> <li>•How it would be made.</li> <li>•How the game is played and its objective.</li> </ul>
<b>Product Information</b>	<p>Information about video game is plentiful.</p> <p>Information is useful and presented creatively.</p> <p>Included title and logo.</p>	<p>A lot of information is given about video game.</p> <p>Not creative enough but included title and logo.</p>	<p>Some information about video game is given.</p> <p>Not very unique.</p> <p>Included either the title or logo but not both.</p>	<p>No real information about video game is given.</p> <p>Included neither the title or the logo.</p>
<b>Game Prototype or Model</b>	Shows great effort, thought, and creativity.	Shows much effort, thought, and creativity.	Shows some effort, thought, and creativity.	Shows little effort, thought, and creativity.



**Using the evidence from the article ““Escaping from Zombies: A Scary Challenge in Virtual Reality” please make a list of potential problems and possible solutions for real-life video games.**

Problem	Solution

## Rubric for PowerPoint Project

	<b>5</b>	<b>4</b>	<b>3</b>	<b>2</b>	<b>1</b>
<b>Content</b>	Content is accurate and information is presented in a logical order.	Content is accurate but some information is not presented in a logical order, but is still generally easy to follow.	Content is accurate but information is not presented in a logical order, making it difficult to follow.	Content is questionable and information is not presented in a logical order, making it difficult to follow.	Content is inaccurate and information is not presented in a logical order, making it difficult to follow.
<b>Slide Creation</b>	Presentation flows well and logically. Presentation reflects extensive use of tools in a creative way. Correct number of slides.	Presentation flows well. Tools used correctly. Correct number of slides. Overall presentation is interesting.	Presentation flows well. Some tools used to show acceptable understanding. Correct number of slides.	Presentation is unorganized. Tools are not used in a relevant manner. Lacking in number of slides.	Presentation has no flow. No tools used. Insufficient number of slides.
<b>Slide Transitions</b>	Transitions are smooth and Interesting. Transitions enhance the presentation.	Smooth transitions are used on most slides.	Smooth transitions are used on some slides.	Very few transitions are used and/or they distract from the presentation.	No transitions used.
<b>Pictures, Clip Art &amp; Background</b>	Images are appropriate. Layout of images is pleasing to the eye.	Images are appropriate. Layout is cluttered.	Most images are appropriate.	Images are inappropriate.	No images.
<b>Mechanics</b>	No spelling errors. No grammar errors. Text is in authors' own words.	Few spelling errors. Few grammar errors. Text is in authors' own words.	Some spelling errors. Some grammar errors. Text is in authors' own words.	Some spelling errors. Some grammar errors. Most of text is in authors' own words.	Many spelling errors and/or text is copied.
<b>Technology Connection</b>	Comprehensive use of technology is apparent.	General understanding of technology.	Acceptable understanding of technology.	Little understanding of technology.	No understanding of technology.



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