

Name: _____ Date: _____

Old School Pixels, New School Problems: 3rd Grade Gaming Quiz

Advanced synthesis of game design ethics, environmental storytelling, and digital citizenship for students ready to analyze virtual worlds.

1. If a game designer creates a level where the music becomes fast and scary just before a bridge collapses, what technique are they using to tell a story?

- A. Environmental foreshadowing
- B. Hardware limitation
- C. Multiplayer synchronization
- D. Menu navigation

2. When a developer adds 'Colorblind Mode' to a racing game like Mario Kart 8, they are practicing 'Inclusive Design.'

- A. True
- B. False

3. In the game 'Stardew Valley,' players must manage their time and energy to run a farm. This type of skill is called ____.

- A. Character Customization
- B. Resource Management
- C. Button Mashing
- D. Random Encounters

4. Imagine you are playing 'Roblox' and see someone being mean to a new player. What is the most responsible 'Digital Citizen' action to take?

- A. Leave the game and never play again
- B. Argue with the mean person in the chat
- C. Ignore it because it is just a game
- D. Report the behavior and help the new player

5. Esports athletes who play games like 'Rocket League' professionally do not need to practice teamwork because the game is digital.

- A. True
- B. False

6. Games like 'Journey' use beautiful landscapes instead of words to tell a story. This is known as ____ storytelling.

- A. Oral
- B. Textual
- C. Visual

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D. Coding

7. Why might a game developer choose to make a game 'Open World' like 'Tears of the Kingdom' instead of using 'Linear' levels?

- A. To make the game end faster
- B. To encourage player exploration and choice
- C. Because it is easier to program
- D. To force players to follow one specific path

8. A 'Beta Tester' is someone who plays a game before it is finished to find glitches and errors.

- A. True
- B. False

9. When a game like 'Sea of Thieves' allows players to work together to sail a ship, it is emphasizing the value of ____.

- A. Competition
- B. Cooperation
- C. Isolation
- D. Graphics

10. Scientists have used games like 'Foldit' to let players help solve real-world medical puzzles. This is an example of gaming for:

- A. Social Media growth
- B. Pure entertainment
- C. Citizen Science
- D. Advertising