

Game talk

DID YOU KNOW?

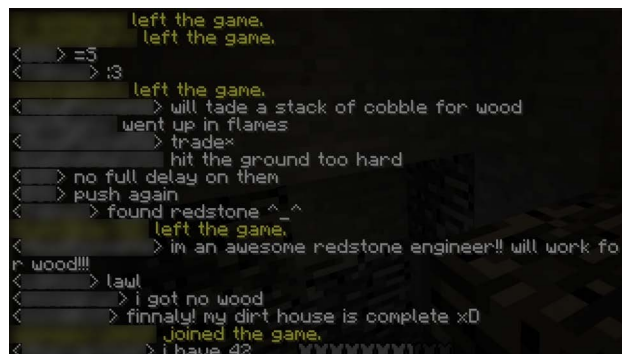
In 2021, there were almost 1.48 billion gamers in Asia, making it the largest market for video gaming worldwide. Europe came in second place with a gaming audience of 715 million.

In total, there were an estimated of 3.24 billion gamers across the globe.

There are many multiplayer games that have a chat function in the game, examples of which are: Mine Craft, Fortnite, Among Us, Call of Duty, Modern Combat and Roblox. In this lesson you will design your own chat platform and you will make an example of a chat conversation of 2 people within a game.



This is what the chat environment of Among Us looks like.



This is what the chat function in Minecraft looks like.

Bron: InnerSloth & Minecraft

EXERCISE 1

Check out two online multiplayer games and look closely at the chat features in these games.
Which games did you look at?

Which features would you like to bring into your own chat function? Why?

Which functions do you find less suitable? Why?

Which chat features are you missing in these two games?

What encourages positive communication in a game? Which communication guidelines do you think one should adhere to while chatting?

EXERCISE 2

Create and design your own chat environment for your favorite game in English. Which functionalities and chat features do you find are important in your chat environment? Draw the chat environment and write down in English which features are present. Provide examples of positive communication in the chat by writing a sample conversation in the chat environment of your design.

DID YOU KNOW?

Chatting is a way of communicating online through a chat program. With this program you can send live messages, photos and other files to each other. One of the first successful chat applications, founded in 1996, was ICQ (pronounced as: I Seek You).