

## **Event 4 - Creative Challenge: Business of Gaming**

### **Supplies Needed per Team**

7-Embroidery Floss (assorted colors)

1-White Paper Bag

3-5ft Crepe Streamer (assorted colors)

- Feathers

4- Sheets Construction paper (assorted colors)

2-Wooden Spools

10-Pairs of Googly Eyes

10-Notched Craft Sticks

1-Foil Sheet

2-12x12 Chipboard

2- Cone Cups

4- Cardstock

10-Coffee Stirrers

10-Spoon Straws

10-Pipe cleaners

6- Small foam marshmallows

4- Large Popsicle sticks

8- Mini Colored Popsicle Sticks

6- Pom Poms

6-Foam Popsicle Sticks (one of each color)

### Team Quest Tools:

- Scissors
- Markers
- Pencils
- Crayons
- Elmer's school glue
- Masking tape

Throughout history games have been played in a myriad of locations - from royal palaces to beach side huts on the pacific. Sometimes games are influenced by a location, or a location inspires a game. One of the most famous locations in history were the gaming parlors popularized in the 1800s by aristocratic elite. These exclusive “Members Only” club houses were places where gentlemen could play cards, shoot pool, have a fancy dinner, gamble a little, and more importantly - mix and mingle with other wealthy elite.

The middle and lower class also had gaming houses, however, they were generally associated with illegal activities or had lower quality hardware and amenities. This changed in the 1970s with the introduction of video gaming technology that lead to new experiences for all social classes. The availability and low costs of upright video gaming cabinets lead entrepreneurs to start a revolution called The Arcade.

The popularity and allure of the arcade was due to the challenging, fun, and competitiveness of the games that were offered. They were a place for youth to spend those few precious hours between getting out of school and getting home before the street lights turned on. Boys and girls would line up to test their skills on the latest games, with a goal of entering their initials on the high score screen.

Arcades came in different layouts and with different amenities. Some became known as family fun centers, where you could play miniature golf, ride bumper boats, race go karts, and celebrate birthdays. Some focused more on food, like Peter Piper Pizza, where you have a small gaming room attached to a larger restaurant. However, as time progressed, and home consoles became less expensive arcades all but disappeared.

The first commercial home gaming consoles appeared in the 1970’s. This was great - you no longer had to walk, bus, or bike to your local arcade, your friends could just show up to your house! This also meant that you could now game with all the comforts that your home could provide. Access to clean restrooms, fluffy couches or bean bag chairs, all the soda you could drink, pizza rolls from the freezer, your own television screen, and maybe you even had surround sound speakers! These dedicated gaming spaces became known as gaming rooms

Personal game rooms serve as a place for gamers to relax, unwind, and discover new worlds. Whether this is through tabletop games like Dungeons and Dragons, card games like Magic: The Gathering, or even console games, personal game rooms are a way to shut the world out for a bit and enjoy imaginary worlds. Some gamers drop hundreds of thousands of dollars on their game rooms – from multiple high definition LCD televisions, to state of the art sound systems, to the ability to play every console ever created, these gamers consider playing games as a way of life. Many more decide on more modest game rooms, whether that be a room with a few posters on the wall, a couch and a

television or even a small corner of their bedroom dedicated to knocking back a few hours of gameplay before work or school.

This challenge will have everyone imagining just how extreme a game room can be...

**Challenge:** In this creative project, teams will create their own ultimate gaming business while applying the idea of a game room in to their design. If they were to create the ultimate game room business what would that look like? Presently arcades are seeing a revival with the millennial generation incorporating arcade games into bars. We've also seen trampoline warehouses and indoor sky diving facilities become a recent reality. This facility can be as wild and crazy as teams can imagine. What would attract the most number of people to your business? A trampoline floor? A La-Z-Boy recliner that shoots streams of orange soda into your mouth at the push of a button? A VR track set-up that will allow you to walk through new worlds? All of this is possible within this ultimate gaming facility!

**Project Guidelines:**

- 1) The gaming space must have at least 4 different gaming areas.
- 2) Teams will need to name their gaming business and create a visible sign to display on the project.
- 3) Pricing for the game space should be included somewhere in the project.
- 4) Bonus points will be given if the project has moving or working parts.
- 5) Additional scoring guidelines can be found in the electronic rubric included with your "Team Quest in a Box."

**Note on scoring this project:**

The creative challenge is the most subjective scoring criteria in the Team Quest Challenge. Please use the grading rubric provided. Please feel free to alter the criteria to fit your group. The scoring guidelines are just suggestions based on similar projects from the past. It may be helpful to have two or three people score the project then take the average of the three for the final score.