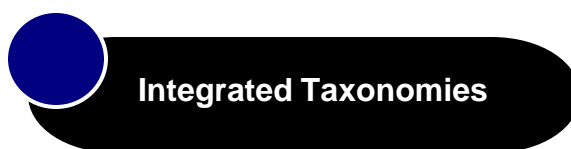


Integrating Video Games into the  
Classroom: Where to Begin?

Joanne Gikas & Richard Van Eck, Ph.D.  
The University of Memphis



# Theory



## Integrated Taxonomies

### Comparison of Bates' Game Taxonomy to supported learning outcomes from Gagne's Capabilities and Bloom's Taxonomy

Bates' Taxonomy of Games	Explanation of Genre	Gagne's Capabilities Best supported for particular genre	Bloom's Taxonomy Best supported for particular genre
<b>Action</b>	Keep the player moving and involved at all times. Primary skills are eye/hand coordination and quick reflexes. Deep thinking is generally not required. Examples: Dark Age of Camelot, Jedi Knight	Defined Concepts Concrete Concepts Discriminations	Application Comprehension Knowledge
<b>Role Playing</b>	Revolves around characters, story and combat and takes place in large, expansive worlds and played out over hundreds of hours. Examples: Baldur's Gate, Diablo, Icewind Dale	Problem Solving Higher Order Rules Defined Concepts Concrete Concepts Discriminations	Evaluation Synthesis Analysis Application Comprehension Knowledge
<b>Adventure</b>	Story based on exploration and puzzle solving where the player is the hero. Examples: CSI, Law & Order, Myst	Problem Solving Higher Order Rules Defined Concepts Concrete Concepts Discriminations	Evaluation Synthesis Analysis Application Comprehension Knowledge
<b>Strategy</b>	Effective strategy games are balanced. Just enough information is provided for motivation and interest. Too much information, the player doesn't make effective decisions; too little information the player spends time worrying about what to exclude. Examples: Rise of Nations, Civilization	Problem Solving Higher Order Rules Defined Concepts Concrete Concepts Discriminations	Evaluation Synthesis Analysis Application Comprehension Knowledge
<b>Simulations</b>	The purest form of wish fulfillment; fulfill the player's fantasy of what he can't do in real life. Examples: The Sims, Cruise Ship Tycoon, Flight Simulator	Problem Solving Higher Order Rules Defined Concepts Concrete Concepts Discriminations	Evaluation Synthesis Analysis Application Comprehension Knowledge
<b>Sports</b>	Allows players to play their favorite sports activity to their heart's content. Examples: Tiger Woods PGA Tour, NHL 2004	Defined Concepts Concrete Concepts Discriminations	Application Comprehension Knowledge
<b>Fighting Games</b>	Allows players to taunt their rival who is playing beside them. Special moves and signature moves are a must. Examples: Quake II & III, Star Wars	Defined Concepts Concrete Concepts Discriminations	Application Comprehension Knowledge
<b>Casual</b>	Games for the "new gamers" – easy to learn and not difficult to master. Examples: Who Wants to be a Millionaire?, Monopoly	Defined Concepts Concrete Concepts Discriminations	Application Comprehension Knowledge
<b>God Games</b>	God Games have no preset win conditions. Players are given a variety of tools to work with and the player chooses their own path. Examples: Civilization, Sim City	Problem Solving Higher Order Rules Defined Concepts Concrete Concepts	Evaluation Synthesis Analysis Application

		Discriminations	Comprehension Knowledge
<b>Education Games</b>	The goal is to teach a specific body of knowledge. Clear goals are set. Examples: Oregon Trail, You Don't Know Jack!, Emergency Room 2	Defined Concepts Concrete Concepts Discriminations	Application Comprehension Knowledge
<b>Puzzle Games</b>	Puzzles presented on their own without story or content action. Examples: Family Feud, Wheel of Fortune	Concrete Concepts Discriminations	Comprehension Knowledge
<b>Online</b>	Games from any genre can be modified appropriately to play over the Internet individually or with other online gamers. Examples: Pool & Poker, to Commandos 3: Destination Berlin, Age of Wonders, Ultima Online, EverQuest	Depending on the type of game: Problem Solving Higher Order Rules Defined Concepts Concrete Concepts Discriminations	Depending on the type of game: Evaluation Synthesis Analysis Application Comprehension Knowledge

#### References:

Bates, B., & LaMothe, A. (2001). Game Design: The Art & Business of Creating Games. Roseville, CA: Prima Publishing.

Bloom, B.,ed. (1984). Taxonomy of Educational Objectives, Handbook 1: Cognitive Domain. New York: Addison Wesley Publishing Company.

Gagne, R.M., Briggs, L.J. Briggs & Wager,W.W. (1992). Principles of Instructional Design. 4<sup>th</sup> ed. New York: Harcourt Brace.



# Design



## Analyzing & Designing: Instructional Design Guide

Analyzing the games, learners, and environment prior to incorporating a game into the design of your instruction is critical. Use the following as a guide.

### Your Learners

#### 1. Are they game?

- a. Do your learners play games? Are they gamers, novices, or new players?

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- b. Individual Differences: Will the chosen game consider individual differences?

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- c. Will your learners have access to computers? Have their hardware requirements been considered? Will you have computer access to play the game during instructional time?

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### Yourself

#### 1. Are you Game?

- a. Do you play games? Are you interested in playing games? If not, then this approach may not be the one you want to take.

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- b. Game approach: Linear vs. Non-Linear games, Speed of Play  
Will your learners all have the same sequence of events happen to them while playing or can they make individual choices and face individual challenges? Will the speed of play effect the overall outcome of the game? How will you consider these factors?

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- c. Have you played the game THOROUGHLY to determine where any potential problems may arise, or to identify what game components can be implemented into your instruction?

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**Your Environment**

a. Your computer/student computers: Will the computer hardware support the game being played?

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b. School computers: Will the computers in the learning environment support the game being played? Who will install the game in the learning environment?

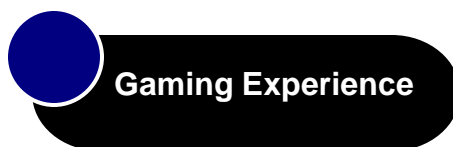
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c. Access to computers: What are the time constraints on the computers in the learning environment? Will students be able to save games on the computers in the learning environment?

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Prior to implementing any game into your instruction, it is important to consider the following to determine the game's effectiveness for your learning environment.

### Interface of Game

- a. Quality (graphics, music, sound, animation)

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- b. Efficacy (ease of use, access to features, "flow")

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- c. Game Management (inventory, save game)

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### Gameplay/Entertainment

- a. Puzzles (type, difficulty, relation to story, plot, and/or goal)

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- b. Solution Strategies (promoted by game overall, relation to problem solving)

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- c. Navigation (how and why does it work or not work)

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- d. Flow (how and why it does or does not promote flow)

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### Learner Characteristics

- a. Protagonist/learner representation (gender, age, ethnic/cultural group)

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b. Intended Audience

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**Instructional/Learning Factors**

a. Type/level of learning supported by game (Bloom's or Gagne's taxonomy)

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b. Type/level of learning supported by puzzles and challenges (Bloom's or Gagne's taxonomy)

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c. How it could be used for instruction (suitable topics/themes, amount of adaptation would be needed)

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d. Is the game best suited for group play or individual play?

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e. How will learner support be considered if needed? (Technology and game support)

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**Length of time to play**

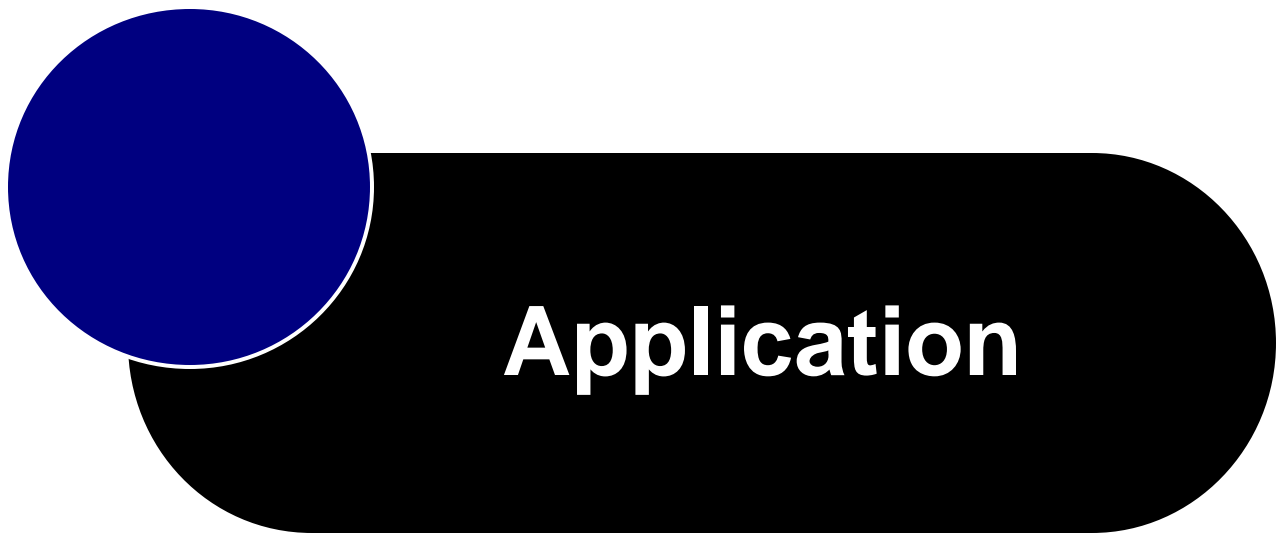
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**Is game play linear or learner-controlled?**

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# Application

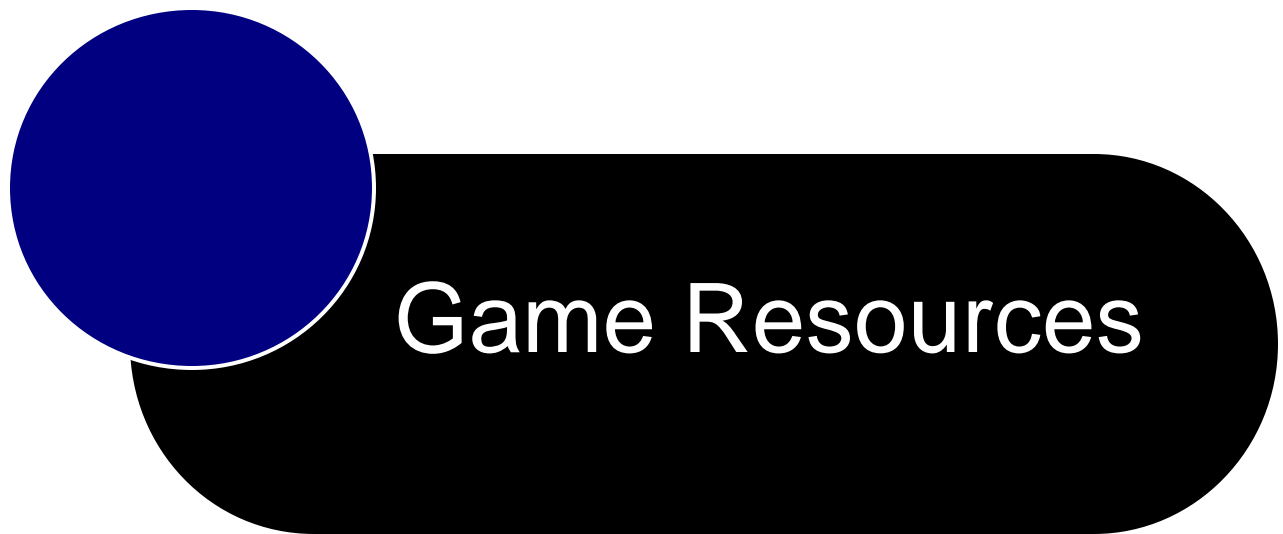


## Game Descriptions: Matching Games to Curriculum Map

Game	Subject Areas/Standards	Objectives	Activities
<b>Incredible Machine</b>	<b>Physical Science</b> <ul style="list-style-type: none"> <li>• Motion &amp; Forces</li> <li>• Energy Transfer</li> <li>• Technical Design</li> </ul>	<ol style="list-style-type: none"> <li>1. Identify objects as having kinetic or potential energy</li> <li>2. Identify where energy is transferred</li> <li>3. Describe energy <ul style="list-style-type: none"> <li>▪ Difference between kinetic and potential</li> <li>▪ Different forms of energy</li> <li>▪ How energy is conserved within a closed system</li> </ul> </li> </ol>	<ol style="list-style-type: none"> <li>1. Build contraptions to specifications/ requirements for energy type and transfer</li> <li>2. Annotate and describe types of energy and energy transfer points in pre-designed contraptions</li> </ol>
<b>Pirate Raider</b>	<b>History, Politics, Economics of the World</b> <ul style="list-style-type: none"> <li>• First Global Age, 1450-1770</li> </ul> <b>Language Arts</b> <ul style="list-style-type: none"> <li>• Creative writing</li> <li>• Historical drama</li> </ul>	<ol style="list-style-type: none"> <li>1. Describe pirates' century of existence, homeland, code of conduct, purpose, and life on and off the sea</li> <li>2. Identify 5 types of pirate ships and describe advantages and disadvantages of each</li> </ol>	<ol style="list-style-type: none"> <li>1. Create a diary/ships log of life as a pirate</li> <li>2. Create a shipbuilders catalog of 5 ships, including images, annotations, names, advantages, and disadvantages</li> </ol>
<b>Dark Age of Camelot</b>	<b>History</b> <ul style="list-style-type: none"> <li>• British Isles</li> <li>• Geography</li> </ul> <b>Mythology</b> <ul style="list-style-type: none"> <li>• Arthurian Legends</li> </ul> <b>Language Arts</b> <ul style="list-style-type: none"> <li>• Creative Writing</li> <li>• Compare &amp; Contrast</li> </ul>	<ol style="list-style-type: none"> <li>1. Compare &amp; contrast mythology events to history</li> <li>2. Identify historical evidence for and against the legends</li> <li>3. Identify &amp; collect scholarly research for and against legends</li> <li>4. Identify &amp; describe accuracies and inaccuracies in game</li> <li>5. Identify geographical locations for events in game &amp; legends</li> </ol>	<ol style="list-style-type: none"> <li>1. Assume persona and behave according to cultural expectations and code of conduct in game</li> <li>2. Maintain diary of events, annotated for connection to real world evidence and scholarship</li> <li>3. Write an analysis of evidence for and against legends</li> </ol>
<b>Where in Time is Carmen San Diego?</b>	<b>History &amp; Culture</b> <ul style="list-style-type: none"> <li>• Egyptian history and Mythology</li> </ul>	<ol style="list-style-type: none"> <li>1. Describe who Queen Hatshepsut was</li> <li>2. Describe the significance of the color black to the ancient Egyptians</li> <li>3. Identify three ancient Egyptian gods</li> <li>4. Identify the first step of the mummification process</li> <li>5. Identify the significance of the Egyptian Book of the Dead</li> <li>6. Identify what a "Sarcophagus" does</li> <li>7. Identify at least 5 facts about pyramids</li> <li>8. Identify at least 5 facts about the Sphinx</li> <li>9. Identify which of Queen Hatshepsut's temples still survives</li> <li>10. Identify what's in the Royal Canopic Jars</li> <li>11. Identify why the head priest wore a mask</li> <li>12. Use hieroglyphics</li> </ol>	<ol style="list-style-type: none"> <li>1. Create ACME Crime Log to document progress and knowledge gained tracking Carmen in Ancient Egypt</li> <li>2. Translate names into hieroglyphics</li> <li>3. Write a letter to a friend in hieroglyphics</li> </ol>
<b>Bioscopia</b>	<b>English/ Communication</b> <ul style="list-style-type: none"> <li>• Adjust use of spoken, written, and visual</li> </ul>	<ol style="list-style-type: none"> <li>1. TLW solve problems in a game using a variety of appropriate strategies.</li> <li>2. TLW write reflective journal entries in response to experiences with game play.</li> <li>1. TLW map the game setting of Bioscopia, including a map key</li> </ol>	<ol style="list-style-type: none"> <li>1. Debrief game play/solving strategies.</li> <li>2. Write weekly reflective responses to game play,</li> <li>3. Compile journal entries to turn in when the game is finished.</li> </ol>

	<p>language to communicate effectively</p> <p><b>Research</b></p> <ul style="list-style-type: none"> <li>• Use variety of technological and information resources to gather and synthesize information</li> </ul> <p><b>Problem Solving</b></p> <ul style="list-style-type: none"> <li>• Students will apply and adapt a variety of appropriate strategies to solve problems</li> </ul> <p><b>Science</b></p> <p><b>Life Science:</b></p> <ul style="list-style-type: none"> <li>• Develop understanding of the cell, molecular basis of, heredity, biological evolution, interdependence of organisms, matter, energy, and organization in living systems, and behavior of organisms</li> </ul> <p><b>Science As Inquiry:</b></p> <ul style="list-style-type: none"> <li>• Develop abilities necessary to do scientific inquiry</li> </ul> <p><b>World In Spatial Terms</b></p> <ul style="list-style-type: none"> <li>• Understand how to use maps and other geographic representations, tools, and technologies to acquire, process, and report information</li> <li>• Understand how to use mental maps to organize information about people, places, and environments</li> <li>• Understand how to</li> </ul>	<p>and scale.</p> <p>2. TLW examine scientific experiments for the key elements to create an outcome.</p> <p>3. TLW research and recreate scientific experiments and the key elements of the experiments.</p>	<p>4. Sketch maps of game</p> <p>5. Configure the map scale and develop a map key.</p> <p>6. Use Draw program to draw out the game setting based on their sketches.</p> <p>7. Write elements of the experiments in game, research and document experiment and content using other resources</p>
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	analyze the spatial organization of people, places, and environments on Earth's surface		
<b>Cruise Ship Tycoon</b>	<p><b>Economics</b> <b>Role of Price in Market System</b></p> <ul style="list-style-type: none"> <li>• Price signals and provides incentives</li> <li>• Predict how prices change when numbers of buyers and sellers change</li> <li>• Role of prices as signals and incentives in anticipating market opportunities</li> </ul> <p><b>Marginal Cost/Benefit</b></p> <ul style="list-style-type: none"> <li>• Effective decisions require comparison of additional costs of alternatives with additional benefits</li> <li>• Make effective decisions</li> </ul>	<ol style="list-style-type: none"> <li>1. Identify key concepts of supply and demand, profit and loss, goods and services</li> <li>2. Explain supply and demand, profit and loss, goods and services, marginal benefit, marginal cost</li> <li>3. Identify policy and process regarding the use of a physical resource</li> <li>4. Apply economic concepts such as profit and loss in order to operate a cruise ship</li> <li>5. Compare strategies for operating cruise ships</li> </ol>	<ol style="list-style-type: none"> <li>1. Purchase, build, and operate simulated cruise ship</li> <li>2. Identify processes and operations related to key economic concepts</li> <li>3. Document decisions and support with existing theory</li> <li>4. Generate financial end of year report for a ship, including rationale for decisions, explanations of results, future plan, and connection to key economic theory and concepts</li> </ol>
<b>Trade Empires</b>	<p><b>Economics</b></p> <ul style="list-style-type: none"> <li>• Effective decision making</li> <li>• Markets and market pricing</li> <li>• Supply and demand</li> </ul>	<ol style="list-style-type: none"> <li>1. Identify, define, and apply 9 basic concepts of a market economy</li> <li>2. Describe and relate effective decision making in a market economy to marginal cost and marginal benefit</li> <li>3. Identify and describe market forces</li> <li>4. Apply market forces and key economic principles to a simulated economy</li> </ol>	<ol style="list-style-type: none"> <li>1. Build a market economy by applying key economic concepts and principles to the game Trade Empires</li> <li>2. Document in daily market report the decisions made and results</li> <li>3. Identify areas of inaccuracy in game market economy, if any</li> <li>4. Generate year-end financial report</li> </ol>
<b>Nancy Drew: Message in a Haunted Mansion</b>	<p><b>Architecture</b></p> <ul style="list-style-type: none"> <li>• Victorian architecture</li> </ul> <p><b>American History</b></p> <ul style="list-style-type: none"> <li>• Victorian era</li> <li>• 20<sup>th</sup> century California history</li> </ul>	<ol style="list-style-type: none"> <li>1. Identify major architectural components of Victorian architecture</li> <li>2. Identify period art and artifacts</li> <li>3. Identify authentic Victorian interior design</li> </ol>	<ol style="list-style-type: none"> <li>1. Maintain notes on architecture and period items of house in game</li> <li>2. Verify authenticity of the above using research</li> <li>3. Generate report on period and non-period architecture and items in house, backed by research citations and screenshot images</li> </ol>



# Game Resources



## Game Assistance

Because you need to know the game you have selected inside and out, you should take advantage of all the help you can get. So who or where do you go for help? These resources will assist you and your students in enjoying your gaming experience.

### Walkthroughs

Walkthroughs are guides that other gamers have placed on the Internet. These individuals have played the game and created Game Walkthroughs to assist other gamers. They can usually be found by doing a simple search on any search engine such as Google. Type in at least one or two of the main words in the title of the game (watch for typos!) plus the words “walkthrough” and “cheat” and you should be on your way. Here are a few sites that have lots of reviews, FAQs, cheats, and walkthroughs to get you started:

[www.gamefaqs.com](http://www.gamefaqs.com)

[www.game-revolution.com](http://www.game-revolution.com)

[www.happypuppy.com](http://www.happypuppy.com)

[www.gameboomers.com](http://www.gameboomers.com)

**Tip:** Most games have more than 1 walkthrough posted on the Internet. Review a few before selecting. Some walkthroughs are better than others.

### Hint Books

Hint Books can also be purchased in order to complete a game. These range in cost and can usually be found at the same place you purchased your game. These books contain more explicit steps in finishing the game. We recommend you try the walkthroughs first for all but the most complex and involved games, as these are usually enough.

### Game Web Site

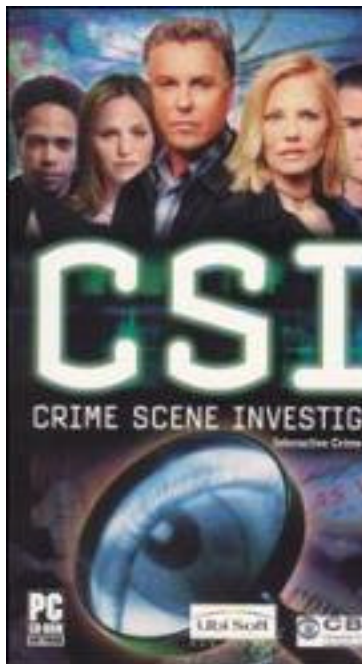
Once you have selected a game to play, always visit the game website. Here you will find lots of interesting and important information about your game. Most importantly, any patches (fixes) or downloads needed to successfully play the game will be found here. You will also find a list of frequently asked questions (FAQs) and information that will assist in your overall gaming experience.

**Tip:** Best advice, after you install the game on your computer; visit the game website to determine if you need to download any patches or updates for the game to work properly.

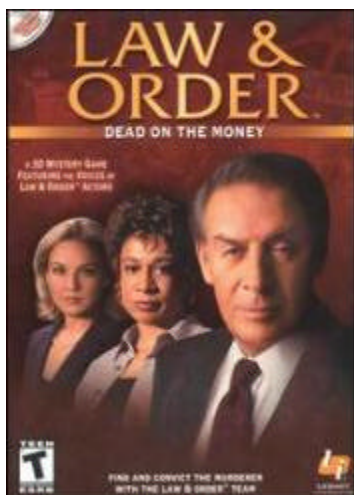
### Network of Friends and Family

No, it's not a long distance commercial. Don't overlook the most important resource to you; the people who play these games regularly. Gaming websites that offer specific game help are available online where you can chat with experienced gamers, but there is a good chance you know someone closer to home. When in doubt, contact CNN: children, nieces, and nephews!

## Video Game Guide



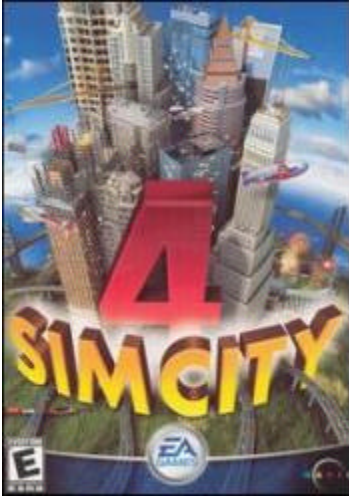
CSI: Crime Scene Investigation is based on the hit CBS television show and features the likenesses and voices of the CSI cast. The script was written by Max Allen Collins, author of three CSI novels. CSI: Crime Scene Investigation is a first-person adventure where players question witnesses, explore crime scenes, evaluate pieces of evidence, and work with fellow CSI agents Catherine Willows and Gil Grissom. The game was developed under consultation with Senior Crime Scene Analyst Daniel Holstein, a 20-year veteran of the Las Vegas Metro Police Force.



"In the criminal justice system, the people are represented by two separate yet equally important groups -- the police who investigate crime and the district attorneys who prosecute the offenders."

As stated in the opening of each episode of the long-running Law & Order television series, there are two important sides to the investigation of any crime. Legacy Interactive, known for creating games based on real-life drama such as 911 Paramedic and Emergency Room: Code Red, strives to bring this intriguing balance of investigation and prosecution to PC gamers with the release of Law & Order: Dead on the Money. Fans of the TV series will recognize game characters such as Detective Lennie Brisco, Assistant D.A. Serena Southerlyn, and Lieutenant Anita Van Buren, all modeled after the actors who play them on the show. They are investigating the murder of a jogger. The victim appears to have been strangled by a gold chain -- but who would wear a 24K gold necklace for an early-morning jog through Central Park? Players will search for clues, interview witnesses and suspects, and build a case, then fight for justice in a court of law. As in the enduring television drama, don't be surprised if some hidden piece of evidence surfaces to lead the whole case to an unexpected conclusion. ~ T.J. Deci, All Game Guide

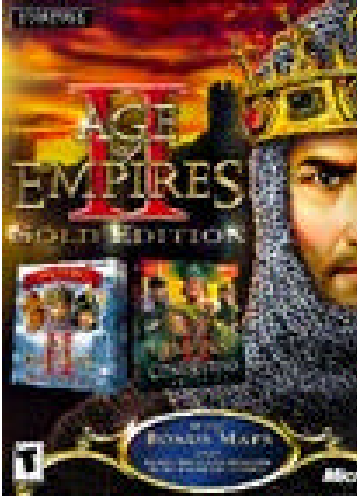




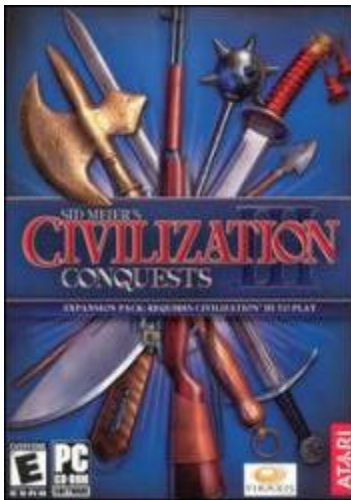
This fourth evolution in the granddaddy of Sim series offers state-of art presentational updates as well innovative features and fresh aspects of play. Though revisiting the series' basic challenge to design, establish, and nurture a balanced, living community of virtual citizens, SimCity 4 players are able to mold their microcosms as never before. New landscape creation tools allow players to build mountains and valleys, rivers, and forests, so they can create an ideal environment even before the first street is laid down. The SimCity is now part of a larger community, along with other cities in the region, and once neighboring cities are connected by transportation networks they can trade (or compete) for important resources. SimCity 4 also borrows a few ideas back from it's all-time best-selling progeny, The Sims, allowing players to follow the personal life of one of their SimCity citizens. Enhancing and augmenting mainstay SimCity features while adding new perspectives and possibilities, SimCity 4 is designed to appeal to players new to city management as well as to veterans of the classic series. ~ T.J. Deci, All Game Guide



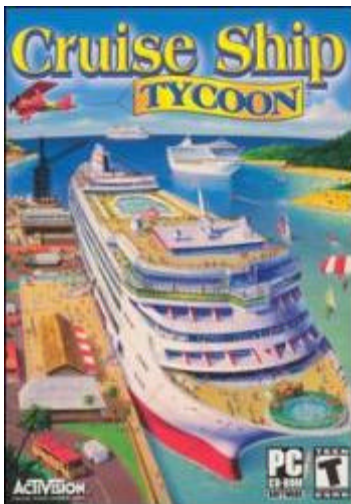
Penned by graphic novelist Benoit Sokal, Syberia -- a third-person point and click adventure -- tells the tale of Kate Walker, an attorney sent to Europe to finalize the buyout of an old toy factory. Upon arriving in the French village of Valadilene, she bears witness to the funeral procession of none other than Anna Voralberg, the owner of the toy company. Leaving her with but one option: to track down the only surviving heir, Hans Voralberg, in order to complete the deal and return to New York. Throughout the adventure, players will need to utilize acquired objects and knowledge gleaned from conversations with NPCs to solve the many puzzles that hinder their progress. Typical of the genre, these include so-called 'fetch-quests,' and more. Interaction with the environment is accomplished through the use of a context-sensitive mouse cursor, facilitating movement and closer inspection of vital items, among other actions. As Kate's journey spans four decrepit locales, from Barrockstadt to Aralbad, she'll encounter a diverse selection of humans and automatons, whose lives have all been touched in some way by the reclusive Hans Voralberg. When conversing with these characters, the player is able to select from various conversation topics in the hopes of obtaining important information, or simply to learn about the life of Hans Voralberg. In addition to communicating with the various non-playable characters she meets, Kate will also interact, via cellphone, with her boss, mother, best friend and boyfriend from back home, all of whom help provide insight into Kate's character and personality. During her quest, Kate will also learn about herself and the life she leads... ~ Gavin Frankle, All Game Guide



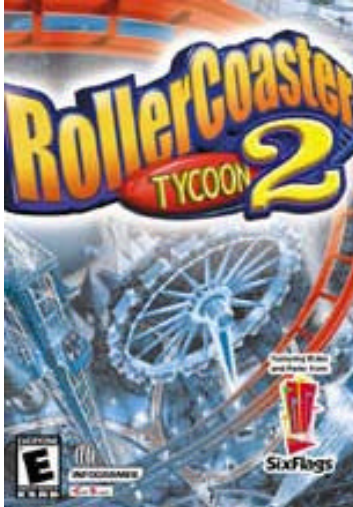
Rome has fallen and the world is up for grabs! Experience real-time evolution as you build your civilization into a flourishing empire, from the Dark Age to the Imperial Age. Decide whether to conquer the world through military might, commerce and diplomacy, or intrigue and regicide. There are many paths to power but only one will reign supreme! New Heroes to discover and new worlds to conquer! The Conquerors Expansion adds 5 new civilizations, 4 new campaigns, 11 new units, 26 new technologies, real world maps, and much more. Experience the adventure of the Spanish Conquistadors as they enter the exotic lands of the Aztecs, or relive the destructive force of Attila's pillaging Huns.



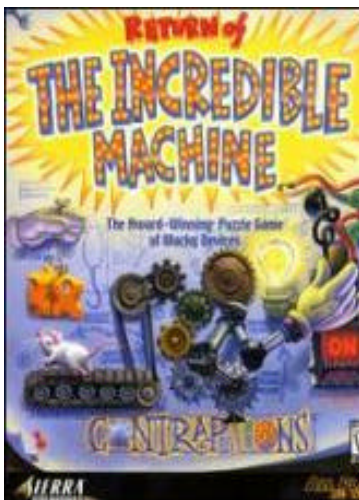
Civilization III: Conquests takes Sid Meier's award-winning strategy title and offers a more intimate look at specific regions and conflicts throughout 6,000 years of history. Scenarios are designed to be completed within hours instead of days or weeks, with a greater emphasis on cultures clashing with one another instead of peacefully coexisting. Eight new civilizations have been added to the lineup, including the Sumerians, Mayans, Phoenicians, and more. New resources to manage include stone, tobacco, jade, maize, and even exotic birds. Each civilization also features distinct units with the potential to perform stealth attacks, enslave people, or to use other abilities. Locked alliances allow for more conflict within the different regions, and the addition of volcanoes could spell the end for a civilization if war does not. Both multiplayer and editing functions have been enhanced, to the point where players can alter advances, units, civilizations, wonders, and maps. Other additions to the series include satellite technology, maps that show the impact of war (such as craters), five new wonders to build, and two new civilization types: seafaring and agricultural. As a special bonus, all of the features introduced in the first expansion pack, Civilization III: Play the World, have been included in Conquests. ~ Scott Alan Marriott, All Game Guide



Cruise Ship Tycoon gives players the chance to run a cruise line and compete against rival cruise companies. Over 70 characters, eight different ports, four cruise ships, three gameplay modes (missions, career, and "free play"), and plenty of material to unlock is available. Players will arrange family weekend cruises, gambling trips, and think up other ways to entice customers into taking a cruise. ~ All Game Guide

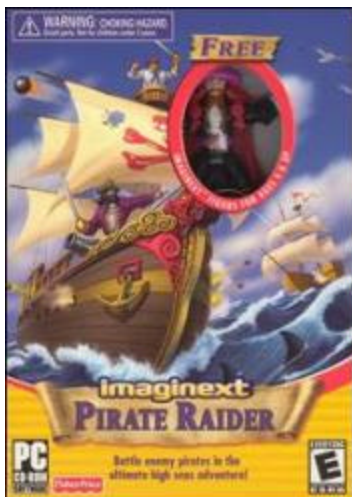


Building on the foundation laid by Chris Sawyer's original RollerCoaster Tycoon and its expansion packs, Loopy Landscapes and Corkscrew Follies, RollerCoaster Tycoon 2 offers more of everything fans of the series have come to love. The basic premise remains the same: players are challenged to create a thriving theme park that houses roller coasters of their own design. Scenarios are provided that test the player's management and creative abilities, and task would-be moguls with attaining specific milestones such as a certain amount of money made from ticket sales, repayment of a hefty bank loan, and other such objectives pertaining to the success of the park. Unlike previous iterations, the 26 in-game scenarios can now be tackled in any order the player desires. As before, players are given full control over the creation of their gravity-defying rides, allowing for whatever inclines, steep lifts, corkscrews, and drops that paying customers can handle. Of course, rides must strike a balance between fun and technical achievement or patrons won't ride on them, hurting the bottom line. Additions in this sequel include new roller coaster and ride variants such as the Giga Coaster and Spinning Wild Mouse, along with new scenery, animations, and attractions like ATM machines. The scenery is tied into the themed nature of the parks, and ranges from Old West to medieval motifs. Fans of real-life coasters will be pleased that they'll have access to actual Six Flags roller coasters, taken from five different Six Flags parks such as Magic Mountain and Six Flags Great Adventure. They can even make adjustments to the actual Six Flags parks themselves, customizing them to their liking. A scenario and roller coaster editor are included, the latter allowing players to construct their dream roller coaster away from the demands and constraints of the scenario-based missions. The scenario editor, on the other hand, provides players with the ability to create custom, stand-alone missions with user-defined scenery, landscape, shops, rides, winning conditions, and other variables. ~ Gavin Frankle, All Game Guide

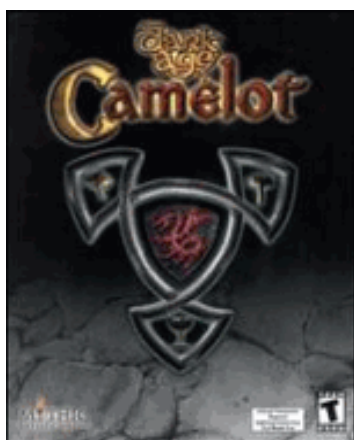


Return of The Incredible Machine allows players to use unique, sometimes humorous mechanical components to construct fantastic machines that accomplish unusual tasks. Each puzzle contains a partially built machine and the extra pieces needed to complete it and accomplish the goal. The player's job is to use the pieces in the correct way to complete the machine. As players become more familiar with the various machine parts and their functions, the puzzles become more sophisticated and challenging. This third installment of the Incredible Machine series from Sierra features improved graphics and new puzzles to challenge virtual engineers of all ages. ~ All Game Guide





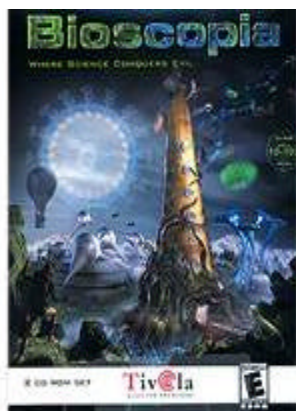
Imaginext Pirate Raider gives players an opportunity to sail the high seas in search of treasonous pirate vessels. Users will construct their own ships, choosing crew and battle gear, then sail the seas. Challenges include enemy forts, pirates, sea monsters, thunderstorms, and whirlpools. Players can earn treasure by completing missions, preparing their ship for the final challenge: finding the immensely powerful, and abandoned, ship of the Pirate King. ~ All Game Guide



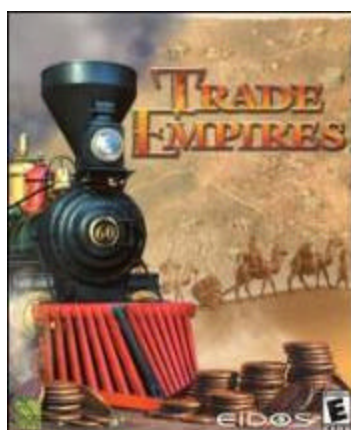
Online gamers enter a realm of familiar fantasy adventure in Mythic Entertainment's Dark Age of Camelot, in which they are invited to assume the roles of heroes and villains in the style of classic Arthurian legends. As in the critically acclaimed Asheron's Call and the enduringly popular EverQuest, players design worthy characters to represent them as they enter a virtual 3D world ruled by swords and sorcery and populated by the avatars of hundreds of other gamers from around the world. In addition to knights and knaves of King Arthur's Albion, players can also choose to become powerful Celt mystics of Hibernia or ruthless Viking warriors of Midgard. Each of these three realms offers a distinct flavor to its characters' history and motivations. Though a variety of class and skill combinations are available to characters from each of these three realms, the hero's homeland is an integral part of gameplay that will influence development throughout the course of the game.



Travel through 18 historic adventures to catch Carmen and her time-traveling tricksters before they plunder another precious relic from the past. Your journey begins in the tombs of Ancient Egypt and ends over 3,000 years later with the launching of the first person into space. Explore ancient civilizations, historic events, and scientific progress— collaborate with artists, writers and composers. Learn about historic events, personalities, and achievements where you'll meet over 50 fascinating figures - from Christopher Columbus and Leonardo da Vinci to Queen Elizabeth and Thomas Jefferson. Explore countless cultures, hunt for clues, and solve intriguing puzzles as you try to foil Carmen's plans to upset history! As an agent of the ACME Detective Agency, it's up to you to preserve the world's historic inheritance. Solve creative puzzles that bring history to life! Consult the ACME chronopedia approved by Encyclopedia Britannica®.



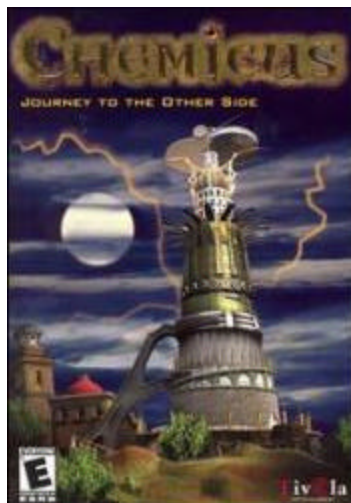
Bioscopia is an educational program from the makers of Physicus and Chemicus. A young research assistant enters a world where robots pump poisonous gasses into the laboratory and a series of puzzles must be solved before time expires. Knowledge of biology is essential, and players will learn and be tested on human biology, cell biology, genetics, botany, and zoology. ~ All Game Guide



Trade Empires is a strategy game that challenges the player to build and maintain a mercantile domain across dynamic world conditions that span the course of human history. By developing efficient and profitable trade routes and leveraging advantages to dominate any competition, the player gains wealth and power that allows further development and new advances. The game is broken into 15 episodes. As the world's civilization evolves, new technologies call for new goods and allow new means of distribution. Players must change with the times to exploit new markets, lest they end up a forgotten footnote in the pages of history. ~ T.J. Deci, All Game Guide



Once again, Her Interactive invites players to step into the shoes of the famed teen sleuth in Nancy Drew: Message in a Haunted Mansion. This time Nancy Drew heads off to San Francisco to help with the restoration of an old mansion that the owner, Rose Green, plans on turning into a bed breakfast. Upon arriving at the mansion she meets the amiable Charlie Murphy, a college student who is working on the mansion to help pay his tuition. Other characters Nancy encounters include the Victorian expert Louis and Abby, a woman with an interest in communicating with spirits. Though Nancy is visiting Rose in order to help with the restoration of the mansion, she can't help but become more interested in all of the suspicious accidents that have occurred recently. Are they really just accidents? Is someone attempting to sabotage the restoration? Could the mansion actually be haunted? Explore each room, question all of the characters, and draw your own conclusions in your attempt to determine whether these "accidents" are indeed accidents. Previous Nancy Drew games from Her Interactive have won awards for their design and execution. Nancy Drew: Message in a Haunted Mansion is the recipient of a Parent's Choice Gold award, as determined by the Parent's Choice Foundation. ~ T.J. Deci, All Game Guide



Chemicus: Journey to the Other Side is a Myst-styled adventure set in an alternate reality that features more than 2000 3D images, animation and movies. Accidentally thrust into this mysterious world of sacred power and scientific knowledge, players must solve riddles, apply chemistry-related formulas, and unlock secrets to forge their escape. Chemicus continues the series of learning adventures from Denmark-based Klett-Verlag Publishing that feature educational disciplines such as math, physics, history, and biology. With step-through screens reminiscent of Myst and Riven, explorers visit a variety of locales including a Secret Lab, The Lost City, and the Tower of Knowledge. Puzzles require multiple trips to places like the Temple of Hydra, a central control room housing a transporter terminal, an observatory, photo lab, organic chemistry lab, steelworks, volcano, doctor's office, analysis lab, disposal hall, and balloon dome among others. Complex puzzles feature test tubes, pipettes, flasks containing aromatic potions (e.g., pear, banana) and scales, while inventory and experimental items include things like pot ash, acetic acid, rose oil, quicklime, turquoise glass beads, methanol and much more. ~ Michael L. House, All Game Guide

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