

Activity 1: Computer game cover worksheet

The *Quest for the Unity Stone* is a computer game based on the popular fantasy adventure genre. The cover of the computer game gives you information about the game and what you can expect.

1. In your own words, summarise the purpose of the quest in the game.

.....

.....

.....

.....

.....

.....

The more appealing and interesting the cover, the more likely we are to buy or borrow the game. The cover design is a combination of verbal and visual cues that are related to the experience of playing the game.

The verbal cues

The name of the game is placed at the top of the cover and written in a font that reflects the fantasy adventure game genre. The 'blurb' on the cover summarises the quest element of the game and tells us about the reasons for the adventure.

1. What is the purpose of the caption, 'They must get the unity stone back or perish'?

.....

.....

.....

2. What are the different worlds suggested in the story of the game?

.....

.....

.....

.....

Visual clues

The visual elements are the most engaging in the cover design. They have a reading path to draw the readers attention to the key aspects of the game. The setting, unity star, and the floating castle suggest the different worlds the adventurers will encounter on their quest.

3. Identify and explain three key visual images about worlds in the design.

.....

.....

.....

.....

.....

.....

.....

4. How does colour play an important part in communicating the ideas about the quest?

.....

.....

.....

.....

.....

5. What ideas about unity are suggested by the cover design? Explain how the designer achieves this.

.....

.....

.....

.....

.....