

# NETWORKING GAMES TASK

**Description:** Your task is to develop a game for students of your age or younger.

## 1. Develop a Game Idea

This game should communicate key concepts involved in

1. Network Groups (WAN, LAN)
2. Network Topologies (Type, Benefits/Disadvantages)
3. Communications Protocol (CSMA/CD, Token Ring, ATM etc)

You could possibly focus on teaching specific facts and information or your game could be a representation or analogy of these.

## 2. Create a Rule Book

After you have developed your game idea, you will need to develop a Rule Book (or similar document) that

- Discusses how to play your game,
- What key concepts are taught through your game.
- How these key concepts are taught

*If you require information you will need to conduct your own research through the internet or relevant textbooks*