



**NEXT GENERATION
HOMEWORK PROJECT
SET: 21.01.10
DUE IN: 11.02.10**



Your challenge for the next 3 weeks is to design the next generation games console. The majority of the class placed technological items (including the i-phone, i-pod, TomTom, PS3, PSP, and Nintendo Wii) in their time capsules. It is obvious that these inventions have had a huge impact on society, in particular children, during the past decade. Now is your chance to design the games console for the 2010s.

Your project needs to include:

1. **A questionnaire which has been answered by 5 people** about the types of games and computer games they like to play and why. Questions might include: How often do you play on a games console? What are your favourite games? What type of controller do you like best and why? Do you prefer playing on your own or with friends? Which is your favourite type of console (Wii, PSP, PS3, X-Box...) and why?
2. **An outline plan of who your console is for.** Using the feedback from your questionnaire, think about **who** your console is for – What age range? Boys or girls? What types of games?
3. **A design of your console** – What will it look like? What is new and unique about your product? Remember you can be as inventive as you like – people wouldn't have believed that something like the Wii could have existed 10 years ago.
4. **An eye-catching and memorable name for your console.**
5. **Instructions for how to play with your console.** You may have some of these at home to look at from the consoles you have. You need to write a set of simple instructions.
6. **...and finally...the packaging for your console.** How are you going to make your console stand out from all of the other competition on the market? Think about the graphics, colours and language that you might use. Either draw your packaging as a net or have a go at making the real thing.

