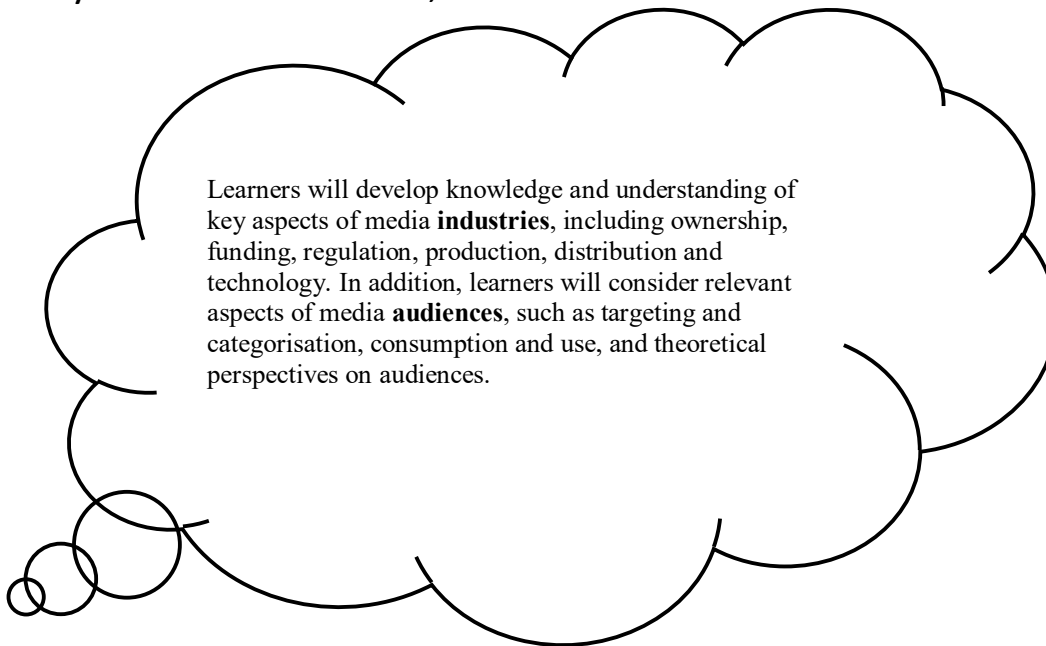


Title: Video Games

By the end of this unit, I will know:



Key Vocabulary I should use in this unit of work:

- Banner
- Hyperlink
- Toolbar
- Sidebar
- Thumbnail
- Streaming
- Social media
- Franchise
- Target audience
- Ownership
- Funding
- Regulation
- Distribution
- Convergence

- Uses and gratifications

	S	O	R	T	😊😊😊
Understand why Fortnite is an example of the contemporary video games industry					
Be able to use the website homepage and two other pages to explain how technological changes are affecting the video games industry					
Be able to use the website homepage and two other pages to explain who the target audience is for Fortnite and how they are targeted					
Know who regulates the video game industry and how					
Understand the key industry issues for Fortnite, as a case study for the video games industry					