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Mark schemes should be read in conjunction with the question paper and the Principal Examiner Report for Teachers.

Cambridge will not enter into discussions about these mark schemes.

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GAME CONSOLES 2013

Draft report by: Candidate Name

History

Video game consoles have captivated the minds of game enthusiasts since their introduction in the 1970s. The first home video game console which could be connected to a television set was released in 1972. The golden age of video gaming arrived in the 1980s when the popular arcade hit Space Invaders was released and the home console industry really took off. Gaming technology has come a long way since those early days and continues to develop at a relentless pace. There are now video games for all demographics and audiences, including young children. From action adventure games to strategy games, there is truly something for everyone.

The home entertainment systems of today are cutting edge machines that have super speeds and amazing interaction. The core components of all video game systems have in common are:

- User control interface
- CPU
- RAM
- Software kernel
- Storage medium for games
- Video output
- Audio output
- Power supply

Handheld Consoles

Handheld video game consoles are portable electronic devices with a built-in screen, game controls, speakers and batteries. Their size and light weight allow users to enjoy gaming virtually anywhere. With advancements in technology, handheld game consoles are no longer limited to simply playing games. They now have the ability to take photos and videos which can be instantly share with friends online, make phone calls, play music and watch movies on the go. The growth in popularity of tablets and smartphones means more people are playing games than ever before.

Video Games

There is a huge variety of games available. The majority of video games are designed to
entertain people but they can also educate, inform, persuade and stimulate the user. Games are categorised into commonly used video game genres which are mainly based on their gameplay, interaction and category.

Aggressive competition between manufacturers has resulted in the superior features we have today. Today's games are increasingly realistic and technologically advanced. They feature richly textured, full-colour graphics, amazing sound and complex interaction between player and system. Social networking has even made its way into the video game industry with online gaming.

The best-selling games are highly-polished cinematic thrill rides that take you on an emotional rollercoaster. Outstanding graphics, incredible storytelling and superb voice acting make the experience similar to watching a movie, the difference being that the gamer controls the action!

Some video games have been criticised for glorifying violence, cruelty, and crime and exposing children to these elements. There are concerns that children who play violent video games may have a tendency to behave more aggressively. This has led to a voluntary rating system being adopted by the industry.

Online Gaming

Online gaming is one of the most popular entertainment activities on the World Wide Web. With the evolution of advanced Internet technologies, and cheaper and more accessible broadband connectivity, the number of younger web users has increased, resulting in a demand for online games across the continents. Many online gaming sites offered paid subscription services, whilst others offered free gaming usage in order to increase their web traffic and earn advertising revenues.

The launch of World of Warcraft prompted console giants such as Sony, Microsoft and Nintendo to produce advanced gaming consoles and gaming software that allowed users to play against one another online. This brought multiplayer games to the console environment and allowed users to play with others anywhere in the world.

Accessories

There are a wide range of accessories available which are designed to enhance the gaming experience and make the action more enjoyable and realistic. From gaming chairs with inbuilt sound and vibrating capabilities, to gaming headsets and steering wheel controllers for use with driving games, there are numerous accessories to help people get the most out of their gaming session.

Global Sales

Video games have never been more popular. The industry is worth around $80 billion worldwide, which matches the global film industry. The biggest titles comfortably out earn blockbuster movies. However the sale of consoles and video games has seen a steady decline in recent years and retail sales are down.

The gaming world is changing. Tablets are more widely used for gaming, more games are available for download and consoles have more functions than just gaming.

Dedicated games consoles are expensive and non-portable so it is not surprising that industry growth is coming from other sources. Gaming on tablets and smartphones is growing rapidly,
as are games played through web browsers and social-networking sites. Dedicated gamers believe the smartphone or tablet screen cannot match the experience of gaming on a high-powered, dedicated device in front of a large television screen. Time will tell whether the traditional games console can survive.

**Developments**

The development of new consoles usually occurs in five to six year cycles. Some believe that the latest eighth generation machines may be the last of the home video game consoles. Could it be curtains for consoles?

We live in a world where social networking and interactive gameplay are now mainstream activities. Video gaming takes place between gamers all across the world and there is a move towards playing console-quality games through a web browser or a cloud-based gaming service. Some consider this gameplay experience to be comparable or even better than playing the game on a console or on a high-powered PC. These games can be played on any Internet-enabled device, even tablets and smartphones.

Modern video game consoles do so much more than play games. Manufacturers are keen to promote their consoles as complete home entertainment systems which stream films, play live TV, place video calls and browse the internet. These additional multimedia features and functions greatly enhance the functionality and everyday use of the game console. With these developments they are set to continue as an important source of leisure and entertainment, education and social interaction for many years to come.
### PlayStation sporting game sales

<table>
<thead>
<tr>
<th>Chart_position</th>
<th>Game</th>
<th>Publisher</th>
<th>Platform</th>
<th>Genre</th>
<th>North_America</th>
<th>Global</th>
<th>Market_share</th>
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<tbody>
<tr>
<td>27</td>
<td>Gran Turismo 3: A-Spec</td>
<td>Sony Computer Entertainment</td>
<td>PS2</td>
<td>Racing</td>
<td>6.85</td>
<td>14.98</td>
<td>46%</td>
</tr>
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<td>42</td>
<td>Gran Turismo 4</td>
<td>Sony Computer Entertainment</td>
<td>PS2</td>
<td>Racing</td>
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<td>11.66</td>
<td>26%</td>
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<tr>
<td>47</td>
<td>Gran Turismo 5</td>
<td>Sony Computer Entertainment</td>
<td>PS3</td>
<td>Racing</td>
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<td>10.71</td>
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<tr>
<td>49</td>
<td>Gran Turismo 2</td>
<td>Sony Computer Entertainment</td>
<td>PS2</td>
<td>Racing</td>
<td>4.02</td>
<td>10.95</td>
<td>37%</td>
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<tr>
<td>60</td>
<td>Need for Speed Underground 2</td>
<td>Electronic Arts</td>
<td>PS2</td>
<td>Racing</td>
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<td>Gran Turismo 2</td>
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<td>PS2</td>
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<td>109</td>
<td>FIFA Soccer 12</td>
<td>Electronic Arts</td>
<td>PS3</td>
<td>Sports</td>
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<td>Electronic Arts</td>
<td>PS3</td>
<td>Sports</td>
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<tr>
<td>146</td>
<td>Tony Hawk’s Pro Skater 3</td>
<td>Activision</td>
<td>PS2</td>
<td>Sports</td>
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<td>Crash Team Racing</td>
<td>Sony Computer Entertainment</td>
<td>PS2</td>
<td>Racing</td>
<td>2.03</td>
<td>4.37</td>
<td>46%</td>
</tr>
<tr>
<td>194</td>
<td>The Simpsons: Hit &amp; Run</td>
<td>Vivendi Games</td>
<td>PS2</td>
<td>Racing</td>
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<td>Electronic Arts</td>
<td>PS2</td>
<td>Sports</td>
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<td>4.06</td>
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<td>Madden NFL 07</td>
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<td>PS2</td>
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<td>Winning Eleven: Pro Evolution Soccer 2007</td>
<td>Konami Digital Entertainment</td>
<td>PS2</td>
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<td>Need for Speed: Most Wanted</td>
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<td>Racing</td>
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**Calculation details:**
- **Calculated field:**
  - Heading 100% accurate: 1 mark
  - Calculated field: 1 mark
  - Formatted % and to 0 decimal places: 1 mark

**Additional notes:**
- **Search:**
  - `Platform = PS, PS2, PS3` 1 mark
  - `Genre = Sports or Racing` 1 mark
  - `Chart_position <= 300` 1 mark

- **Sorted by Chart_position ascending:** 1 mark
- **Specified fields, in correct order:** 1 mark

- **2 records added:** 2 marks
- **Changed from 566 to 191:** 1 mark
### Highest selling Mario titles

<table>
<thead>
<tr>
<th>Game</th>
<th>Release year</th>
<th>Platform</th>
<th>Publisher</th>
<th>Global</th>
</tr>
</thead>
<tbody>
<tr>
<td>New Super Mario Bros.</td>
<td>2006</td>
<td>DS</td>
<td>Nintendo</td>
<td>29.28</td>
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<td>Mario Kart DS</td>
<td>2005</td>
<td>DS</td>
<td>Nintendo</td>
<td>22.73</td>
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<tr>
<td>Super Mario 64</td>
<td>2004</td>
<td>DS</td>
<td>Nintendo</td>
<td>10.00</td>
</tr>
<tr>
<td>Super Mario Land</td>
<td>1989</td>
<td>GB</td>
<td>Nintendo</td>
<td>18.14</td>
</tr>
<tr>
<td>Super Mario 64</td>
<td>1996</td>
<td>N64</td>
<td>Nintendo</td>
<td>11.89</td>
</tr>
<tr>
<td>Super Mario Bros.</td>
<td>1985</td>
<td>NES</td>
<td>Nintendo</td>
<td>40.24</td>
</tr>
<tr>
<td>Super Mario Bros. 3</td>
<td>1988</td>
<td>NES</td>
<td>Nintendo</td>
<td>17.28</td>
</tr>
<tr>
<td>Super Mario World</td>
<td>1990</td>
<td>SNES</td>
<td>Nintendo</td>
<td>20.61</td>
</tr>
<tr>
<td>Super Mario All-Stars</td>
<td>1993</td>
<td>SNES</td>
<td>Nintendo</td>
<td>10.55</td>
</tr>
<tr>
<td>Mario Kart Wii</td>
<td>2008</td>
<td>Wii</td>
<td>Nintendo</td>
<td>34.12</td>
</tr>
<tr>
<td>New Super Mario Bros. Wii</td>
<td>2009</td>
<td>Wii</td>
<td>Nintendo</td>
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<tr>
<td>Super Mario Galaxy</td>
<td>2007</td>
<td>Wii</td>
<td>Nintendo</td>
<td>10.97</td>
</tr>
</tbody>
</table>

**Name, Centre number, candidate number**

- **Total sales (millions)**: 264

**Sort by** *Platform* **ascending then** *Global* **descending**

- **1 mark**

**Specified fields any order**

- **1 mark**

**Portrait, 1 page wide, candidate name, Centre number and candidate number at bottom of report**

- **1 mark**

**Calculated total of** *Global*

- **1 mark**

**Correct position and formatted to 0 decimal places**

- **1 mark**

**Label to left is 100% accurate**

- **1 mark**

**Step 41 Master slide** *screenshot*
**Master slide**
- Star shape, top right aligned: 1 mark
- Text in shape – data entry 100% accurate: 1 mark
- Candidate name, Centre Number, candidate Number, 12pt, serif, top left aligned: 1 mark
- Auto slide number bottom left aligned, auto date bottom right aligned: 1 mark
- 1st level bullets 24pt, square shape e.g. ■: 1 mark
- All items created and appear on all slides with no overlap: 1 mark

**Slide 1** layout changed to centred title & subtitle: 1 mark

**Slide 2** deleted (Buying Guide): 1 mark

**Slide 5** New slide which is title & table layout: 1 mark
- Title correct position, data entry 100% accurate: 1 mark
- 5×11 table, text inserted: 1 mark
Vertical bar chart created from correct data 1 mark
Slide 6, chart positioned to left of bullets 1 mark
Chart titles correct, all labels displayed in full, no legend 1 mark

Print
Slides printed as hand outs six to a page and single slide print out of Home Console Sales 2013 slide 1 mark
EVIDENCE DOCUMENT

Step 4 Paper size screenshot evidence

Step 5 Margin screenshot evidence

Screenshots of settings for Page layout of report
- A4 and Landscape
- Margins top and bottom 2cm, left and right 1.5cm
- Accept top and bottom 0.79”, left and right 0.59”

1 mark

Step 31 Database field structure screenshot

Database structure
- Correct field names and data types as given

1 mark

Step 51 contact/address book screenshot evidence

Address Book/Contacts
- Contact entry Sharif Thabo, s.thabo@cie.org.uk

1 mark
Step 54 Place a screenshot of the email showing attachment here:

To: design.h@cie.org.uk  
cc: s.thabo@cie.org.uk  
Subject: Game Console Report  
Only document attached, appropriate file extension (not original or rtf)  
Message text correct