

Call of Duty

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Saturday, 15 January 2011
Last Updated Saturday, 03 March 2012

Call of Duty Video Games (First Person Shooter) Call of Duty (COD). Video game intended and rated for children ages thirteen and older. According to Activision (2003), "Through the lens of a first person video game, players experience "epic" World War II European front battles as members of the United States military. This video game has high quality cinema, authentic weaponry, with twenty four missions and four allied campaigns. Only the training portion of the game was used for this research. Avatar. This embodied identity or "in game character" allows players to experience a virtual environment through a first person perspective enhancing the experience. In many games players have the option of modifying the player characteristics which may change the outcome of the game. In Medal of Honor and Call of Duty, the Avatars have the ability to change and use weaponry, move through scenes, with a limited amount of movements and actions such as walking, climbing, crawling, throwing, and shooting. For instance, one of the "actions" needed to complete the training session was to set a timed explosive.