

Medal of Honor

Contributed by Yadi Ziaeehezarjeribi
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Medal of Honor Video Games (First Person Shooter)

Medal of Honor (MOH). First-person shooter video game published by Activision in 2008. The game simulates the infantry and warfare of World War II. Players become part of an allied assault in defense against the Nazi invasion of Europe. The training session of the game simulates basic military training to include navigating obstacles and using weapons. Players must learn to use controls to climb, run, throw hand grenades, as well as change and reload weapons.

Video game. Early video games were simply intended to be used as a leisure activity. In order to attract and sell, many video games began to incorporate components of simulations in order to allow players to become more fully immersed in play. Games involve increasing amount of challenge, “for avid gamers, having to pit their skills against one or a hoard of virtual enemies is fun” (DeMaria, 2007, p. 27). According to Appelman (2005) the six characteristics that are present in games are:

- Challenges (goals and task)
- Rules (that govern how the game works)
- Interaction (by the user with aspects of the game)
- Contrivance (modifying realism to benefit game play)
- Obstacles (elements of the game encountered)
- Closure (an end to the game) (p. 2)