1. What was the first mobile game you ever played? How did it capture your attention? What are some non-mobile games that were popular when you were a kid? Do you feel that the thrill of any of these games has been captured in mobile form?

2. Pretend you are a developer working on a game for the first generation of mobile “feature” phones. Why do you think the gameplay behind *Snake* was used in so many mobile games during this era? Knowing the limitations of the time, describe the type of game you would create— and the type of game you wouldn’t create.

3. How were mobile games controlled before the advent of touch screens? If you were developing a current mobile game with this constraint, what types of controls would you have players use? Map the controls to different actions in the game (e.g., menu choice, character movement, selection, prop use).

4. Before app stores, how did players purchase mobile games? How was the rise of the app store pivotal in the expansion of the mobile game industry? What other factors contributed to this rapid growth?

5. What is your favorite mobile game? Do you play it on a smart phone, tablet, handheld console, or other device? Why do you enjoy playing this game? Describe your mobile playing “style”: Where are you when you play mobile games, and how long do you play without interruption?