

Fortnite has succeeded as being one of the most successful video games in some time for a few reasons. First, the game is free to play. No student will have to feel left out or excluded from our team based on their parent's monetary status. We have devices available to those students to play Fortnite who do not have the means for a game system at home. Second, Fortnite is one of the very few games that is cross platform enabled. Most games that are released are created for either the PC, the Xbox, or the Playstation. However if you buy a copy of a Playstation copy of a game you can generally only play with other Playstation users online, and not with Xbox players. Fortnite allows players on using any console to play with each other. This makes the game a logical choice for our team so that we can always include all students no matter their brand preferences in consoles.

In Regards to Violence

General Video Game Ratings:

Video games in general are rated with letters based on what type of content is found in them. The following letters represent all of the possible ratings for a video game.



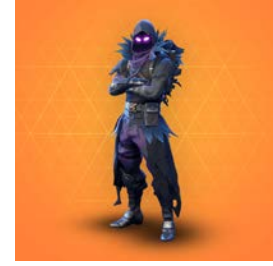
In comparison to movies, a rating of E or even E10+, is similar to a G rating for movies. A rating of T (Fortnite's rating) is similar to a PG or PG-13 rating. Finally a rating of M is sometimes around a PG-13 rating (such as Halo), but more often than not it reflects content similar to an R movie. Rated A games are not typically found in stores, and I have not actually ever come across one.

Fortnite, does have elements of violence to the game, but these elements are more gimmicky than they are suggestive. There is no blood in the game, and it plays out like a ridiculous free for all round of paintball. Though you will hear many YouTube streamers and other Fortnite enthusiasts referring to the amount of "kills" that they have, the game does not actually use the word kill. The game refers to beating another opponent as an elimination. When eliminated, your character does not actually fall to the ground dead, but rather drops to one knee and is transported off the map.

Further separating Fortnite from games such as Battlefield or Call of Duty is "skins" that can be purchased or earned within the game. Players can choose to make their character look like a giant pink teddy bear, a unicorn, a pirate, a ninja, even characters from the blockbuster Marvel Movies Avengers Endgame are available as a skin. Combine the ridiculous amount of outfits (skins) and colors that already exist on the map and you get a sense that the game is more like a "meme" than it is a "Hunger Games" like tournament. The following video shows some of the gameplay and skins:

<https://www.youtube.com/watch?v=pLeP4YWt7WQ>

Some examples of the costumes (skins) available for your character:



Educational Points:

When I play Fortnite, I am always looking to where logic and math can be applied to the game. The map of the game almost forms a Cartesian plane. When I used to teach Geometry I would use this fact to help bolster my lessons about linear functions or the triangle inequality. I also used the map to help students better understand radii in circles.

Beyond the natural geometric properties of the map, the game at times feels somewhat like a chess game. What you decide to do and when makes a crucial difference. Our students need to be aware of how many competitors are left in the game in order to decide when to move their character and how to interact. Moving at the wrong time or revealing yourself at the wrong time can end in a quick defeat. Furthermore, based on where the air drop occurred, talented Fortnite players will use empirical probability estimations to either avoid “chaotic” areas of the map or head straight to the chaotic areas of the map in attempts to get better loot.



Fortnite also features a massive amount of collaboration and communication with one’s peers in the Duos and Squads modes. Players need to effectively describe their surroundings using both landmarks and cardinal directions in order to communicate enemy locations or other important in game objects. A lack of communication between players rarely results in effective gameplay. Students who normally do not feel comfortable communicating with their peers now have a platform to practice those communication skills that may be avoided in other situations.

Due to its accessibility, relatively non-violent comic like nature, and its extreme popularity we have found that Fortnite is currently the best game for our Esports students. If you have any questions or need further information please let me know! Thank you for your time and for supporting our team!