

## Core Skills Analysis

### Computer Science

- The student gained a foundational understanding of game mechanics, including logic sequences, player input processing, and event-driven programming characteristic of Five Nights at Freddy's games.
- By engaging with the game's AI, the student observed basic principles of artificial intelligence such as behavior patterns, decision trees, and state management within a game environment.
- The student developed skills in troubleshooting and debugging by interpreting in-game feedback and adjusting strategies accordingly to progress through challenges.
- Exposure to game design elements like timing, pacing, and user interface was evident, contributing to an understanding of how game developers create suspense and player engagement.

### Critical Thinking and Problem Solving

- The activity required the student to analyze complex scenarios and make real-time decisions, advancing analytical skills related to pattern recognition and strategic planning.
- The student practiced adaptive problem solving by reacting to unpredictable game events, which enhances cognitive flexibility and situational awareness.
- By anticipating in-game consequences, the student sharpened forward-thinking skills and the ability to evaluate multiple solution pathways under pressure.
- Repeated trial and error facilitated learning from mistakes, fostering resilience and iterative improvement techniques.

### Media Literacy

- Through gameplay, the student interpreted narrative elements and thematic content, gaining insight into storytelling mechanisms in digital media.
- The student evaluated visual and audio cues for meaning and emotional impact, enhancing media decoding abilities.
- Exposure to game design conventions helped the student understand interactive media formats and their effects on user experience.
- The activity introduced critical assessment of game content, including considerations of genre, audience, and ethical implications.

### Tips

To deepen the student's learning experience, it would be beneficial to introduce coding exercises that allow them to create simple game scenarios inspired by Five Nights at Freddy's, thereby solidifying programming concepts. Encouraging the student to engage in design discussion groups or forums can broaden their perspective on game narrative and mechanics. Additionally, integrating complementary activities like creating storyboards or character backstories will enhance media literacy and creativity. Parents and teachers can support this exploration by guiding the student through game development platforms such as Scratch or Unity tutorials tailored for beginners, facilitating practical application of both technical and storytelling skills.

### Book Recommendations

- [Five Nights at Freddy's: The Silver Eyes](#) by Scott Cawthon and Kira Breed-Wrisley: A thrilling novel expanding the Five Nights at Freddy's universe, providing narrative context that enhances understanding of game storylines and character motivation.
- [Learn to Program with Minecraft: Transform Your World with the Power of Python](#) by Craig Richardson: Though focused on Minecraft, this book introduces programming fundamentals and game design concepts applicable to understanding the logic behind games like Five Nights

at Freddy's.

- [Game Design Workshop: A Playcentric Approach to Creating Innovative Games](#) by Tracy Fullerton: This book offers comprehensive insights into game mechanics, storytelling, and user experience, helping students grasp the underpinning principles of game development.

### **Learning Standards**

- CCSS.ELA-LITERACY.RST.6-8.3: Follow precisely a multistep procedure when carrying out experiments, taking measurements, or performing technical tasks.
- CCSS.MATH.PRACTICE.MP1: Make sense of problems and persevere in solving them.
- CCSS.ELA-LITERACY.RI.7.7: Compare and contrast a text to an audio, video, or multimedia version of it, analyzing each medium's portrayal of the subject.
- CCSS.ELA-LITERACY.W.6.6: Use technology, including the Internet, to produce and publish writing and to interact and collaborate with others.