Name of the material	The Pixel Puzzle: Why Video Game Characters Look Better Today
Target group	3 – 8 and 9 – 12 year olds
The type of the material	A tip, work instruction
Description	When you picture video games, you probably picture realistic figures, a lot of color, and a lot of detail, right? Those descriptions do not really describe video games from the early 1980's. One major change between then and now is the number of *pixels,* or dots on the screen, used to represent video game objects. In this project you can put your artistic talent to use and discover how the number of pixels changes the outlook of video game objects.
Material	https://www.sciencebuddies.org/science-fair-projects/project_ideas/Games_p015.shtml#summary
Source	Science Buddies Staff. (2014, October 10). *The Pixel Puzzle: Why Video Game Characters Look Better Today.* Retrieved July 4, 2017 from https://www.sciencebuddies.org/science-fair-projects/project_ideas/Games_p015.shtml