



2000: "The Sims", one of the most popular video games in the world, was released (USA)



## The Sims

"Sul sul!" – If you don't know what that means, you probably missed one of the most popular video games ever created: *The Sims*.

This life simulation game was created by Will Wright, an American game designer and co-founder of the company Maxis, after a tragic incident in which his entire house burnt down. As he had to rebuild his life, Wright imagined a "virtual doll house", an idea which did not really convince the Maxis board of directors. Maxis was bought in 1997 by Electronic Arts which happened to be more interested in the project and agreed to release the game – a clever move as *The Sims* and its sequels are one of the best-selling video games ever released.

*The Sims* are also known for their unique language called "Simlish". Some very popular artists released Simlish versions of their songs to be featured in the games such as Lily Allen or Katy Perry.

Fun fact: the first object to be implemented in the game was... a toilet! Will Wright picked it because it generates several potential interactions: using it, cleaning it and leaving the seat up or down. Thankfully, Wright added several other objects in the final version of the game!



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## Teaching ideas

☆☆☆ **CYCLE 3** - Have students create their own Sim and describe it to their classmates. They can use the free website <https://charactercreator.org>.

☆☆☆ **CYCLE 4 ET LYCÉE** - Have students imagine a new expansion pack or a spin-off for *The Sims*. Ask them to prepare a speech they will deliver in front of the Electronic Arts board to convince them to fund the project.

☆☆☆ **LYCÉE** - Have students read the following article "My land of make believe: life after *The Sims*" on [www.theguardian.com](http://www.theguardian.com). Ask them to prepare a debate on the influence of video games on people's daily lives.