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# Game Analysis

## DUE

Wednesday, February 15, 11:59 P.M. (After 1 week late, grade deduction of 1 letter grade)

## Overview

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We will read about how to conduct a game analysis. We will then play a few games together as a class. For each gaming experience, we will prepare for analysis beforehand. **Your analysis can take the form of a short-written essay (about 4-5 pages) or a video (about 4-5 minutes).** Even if you choose the written format, you may include images of the game in your analysis, though keep in mind this may mean a longer page count. You will be writing primarily based on your experience playing this game; however, you may want to consult the texts surrounding the game, such as the rulebook, fan walkthroughs or videos, and/or marketing for the game. If you use sources, cite them in either MLA or APA.

## How to Complete the Assignment

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1. Participate in at least one of our gaming sessions on 1/25, 2/1, and 2/6
2. Choose a method of analysis we read about in *Game Analysis*: journalistic review, historical analysis, interpretive analysis, or personal account
3. Using your notes from the game session and outside info as needed, analyze the game from class you picked with the method of analysis you picked
4. Submit your analysis in a format that is appropriate to your analysis type (paper or video)

## Grading Criteria

A to A-	B+, B, or B-	C+, C, C-	D or below
<ul style="list-style-type: none"><li>• Summary shows a strong understanding</li></ul>	<ul style="list-style-type: none"><li>• Summary shows a clear understanding</li></ul>	<ul style="list-style-type: none"><li>• Summary mentions the game but may</li></ul>	Any one of these criteria will result in a grade of D

<p>of the game analyzed.</p> <ul style="list-style-type: none"> <li>• Introduction makes it clear what type of analysis is done or what focus is applied.</li> <li>• Analysis provides clear details and examples that support overall claims</li> <li>• Overall reasoning behind the analysis is clear (conclusions are drawn based on evidence and method of analysis).</li> <li>• The analysis connects core mechanics to story elements of the game</li> <li>• The analysis brings in key concepts from class lectures or sources</li> </ul>	<p>of the game analyzed.</p> <ul style="list-style-type: none"> <li>• The type of analysis or focus is clear but may not be explicitly stated.</li> <li>• The analysis provides some examples that support the overall claims</li> <li>• The overall reasoning behind the analysis is clear but may be confusing at times.</li> <li>• The analysis mentions the mechanics and/or story</li> <li>• The analysis draws on at least one topic covered in class or readings</li> </ul>	<p>either go into too much or too little detail.</p> <ul style="list-style-type: none"> <li>• The type of analysis or focus may be unclear.</li> <li>• The analysis provides some examples but they may not seem connected to overall claims.</li> <li>• The overall reasoning of the analysis is confusing at times.</li> <li>• The analysis mentions mechanics and/or story</li> <li>• The analysis does not connect to readings or topics covered in class</li> </ul>	<p>or lower on this assignment:</p> <ul style="list-style-type: none"> <li>• The analysis is not of one of the games required for class.</li> <li>• The project is not an analysis but is more of a personal narrative or opinion</li> <li>• The project does not fit with what we have been studying in class</li> </ul>
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