

Game Report Framework

- a. Choose one of the following
 - i. History of.....(5 Facts About)
 - ii. A Review of.....(5 Things You Need to Know About _____)
 - iii. Comparison of how the game is similar or different from real life. (5 Ways _____ is like real life)
- b. Choose one of the games you played in class or one that you play on your own time.
- c. Complete the attached "Game Research Report"
- d. Draw upon our gameplay media analysis work to write down your
 - i. Likes
 - ii. Dislikes
 - iii. Feelings and emotions
 - iv. Gameplay thoughts
 - v. How you feel about communication and language in the game
 - vi. The roles and identities within the game
 - vii. The narrative, story, or premise
 - viii. The visuals of the game.
- e. Be sure to write a summary statement. This will be your script. It should be 2 or more paragraphs. Do not just present the data. Write comments that will help other groups understand what is interesting and unique about the game and your perspective on it.
- f. Use the internet and other resources to record a short video, create a Google Slides presentation, or write a short report (use text, images, graphs, maps, etc) to explain and comment on the origin and history of the game until the present day.
 - i. Make sure to use some of the multimedia production skills that we have covered in class (video recording, video editing, sound recording, photography, photo editing, etc)

Adapted from deHaan, J. (2020). "Game Terakoya class 1" walkthrough: Directing students' post-game discussions, academic work and participatory work through goals, curriculum, materials and interactions. *Ludic Language Pedagogy* (2)