Name:

Date:

Games and Multimedia Analysis

Multimedia can be in many forms that include movies, websites, magazines, newspapers, video games, podcasts, and more. Sometimes you can define or analyze a form of media by its content and form. Form often refers to the technical, aesthetic, creative, or perspective-based aspects. Content often refers to what information or narrative it contains. Sometimes the form and content are intertwined.

 When you watch or experience different forms of multimedia it can bring about different emotions and feelings. It may make you laugh, make you feel happy, you might get excited, you might get angry, or it might make you feel something else. At the same time, you may think about different things after or during your experience.

For example, I played the new Animal Crossing game for the Nintendo Switch. The game made me feel relaxed. This game does not feature violent content or any fast-paced gameplay. After playing it I was asking myself the question as to whether or not fast-paced or violent content is needed to make a "good video game".

For this assignment, you will create "A Visual Concept Map about the Game(s)"

In class, you will play a game as a group of 2-4 students. As you play, you will discuss the game. There will be a time limit of 20-30 minutes set for playtime. You are expected to play the same game together or at the same time.

This is a "Gameplay Media Analysis".

Use Google Docs or have one person fill out a poster paper.

Each person should use a different color

Discuss the games as deeply as you can.

Talk about gameplay, graphics, perspective, art style, feelings, emotions, roles, identity, likes, dislikes, how you communicate or use language in the game, what connections you can make to other media or games, and what is the narrative, story, or premise of the game.

Write your group members' opinions and ideas on one sheet of paper

Organize your ideas in a logical, easy to read way (you may want to plan your organization before you start)

Possible Topics about the game:

feelings, actions, utterances, interactions, ideas during the game, real-world connections, questions about the game, strategies, descriptions, interpretations, labels, differences, similarities, connections, form and function, patterns, unique aspects, similar games, theme, art, rules, systems, likes/dislikes, changes you want to make, problems, + other topics you want to explore

It is important to write and consider why you chose the words that you did. Try to give reasons and examples.

There are some diagrams below to help you.
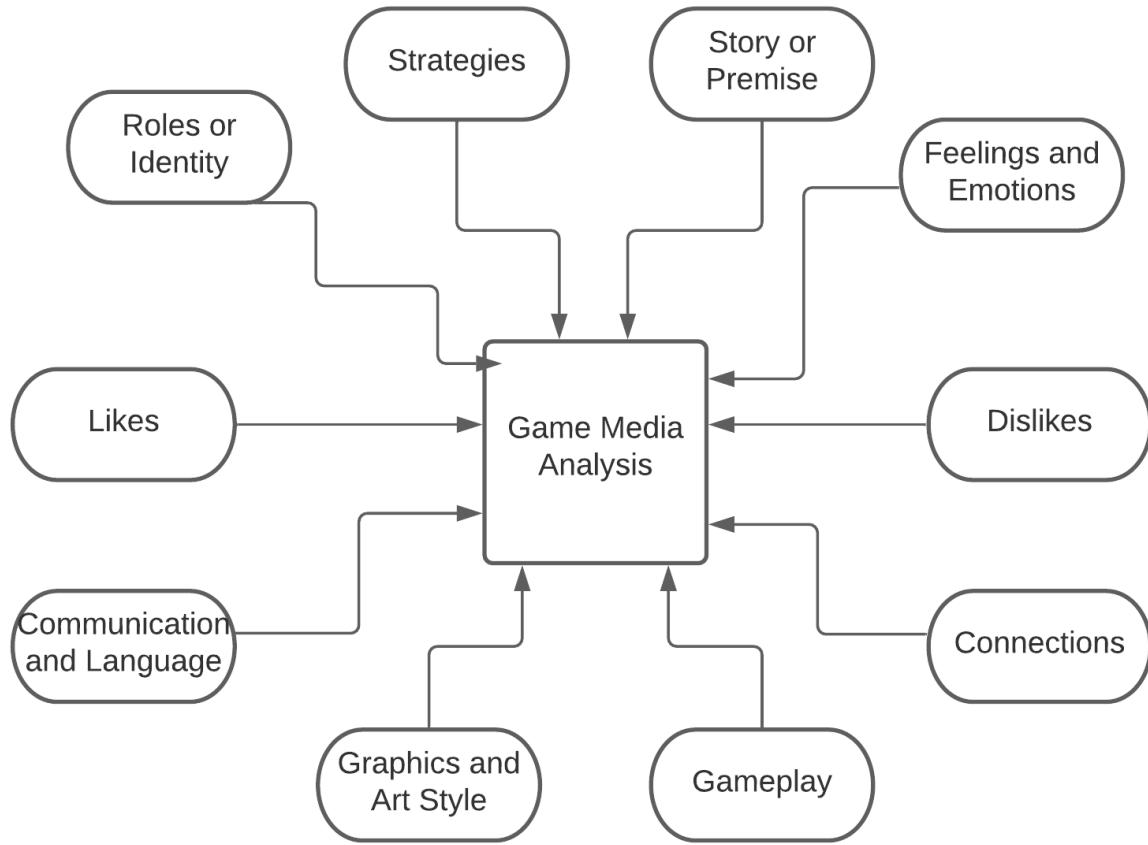
Examples of previous projects

Soul Knight

Roles/Identity
Your identity is a character that saves dungeons

Story Knights try to fight the aliens to save the dungeons

Feelings/emotions
We feel very energetic and excited

Likes
Its easy to play and its free and it doesn't use internet

Dislikes
There is no source of communication.

Communication or language
You can emote to express communication

Game play
Shooting and saving people

Connections
Adventurous
Killing Creaturs

MINECRAFT

Roles/Identity
Player

Mobs : Zombies, Pig, Skeleton, Endermen

Story
survive to defeat the enderdragon in the END.

Feelings/emotion
Happy Poggers
Excited

Likes
Building
PvP
Diamonds
Trading
1Q

Dislikes
Temples
Zombies
Lava
dying and losing a inventory

Lounguage

Gameplay
—Mining for supplies
—Building
—Kill mobs

Connections
—Building houses ect.
—Finding, getting things to survive

Among us

- Host
- Crew mate
- imposter
- Killing
- Being imposter
- Likes
  - Seeing who's sus
  - Voting out
  - tasks
  - Imposter kills
  - Winning
  - Making friends
  - trusting people
- Chat
  - Liars
  - Haters
  - Q&A
- enjoys it
- Stressed
- Happy
- nervous
- mafia
- murder mystery
- report Werewolf
- imposter
  - fakes
  - Sus people
  - Crewmate
  - tasks
  - voting

Dislikes
- cheaters
- Hackers
- not getting imposter
- No voice chat
- getting killed