The one major requirement is that you must pursue a project that you could not have completed at the beginning of the semester—meaning that your ideas and work draw from information, skills and personal virtues you gained during Multi.

An effective game has all the same elements as the real world, but in a more simple way that is easy to understand, strategize, and master

Make the Rubric NOW!!! (Make some sort of game?) LIFE/Real house about life

Like DND, but less dorky

Secrets? High school? You can exchange pieces of personal information, lie, start rumors, sell people out for others

1. What is important is experience, not reality
2. Make real stakes/Escape from the stress of the real world: Tough
3. What makes things important is **relationships**
   1. Community
   2. Teamwork/Collaboration
      1. Part of a larger thing
   3. Trust: More experienced players to learn the rules (Something like “Mao” or “Cheers to the Govner”)
4. Time invested
5. Something like a drinking game? Share stories or secrets?
6. Development of progress
7. Inclusion!!!
8. Blurring of the real and un-real worlds
9. Meta-Game (Business?)
10. International Component
11. Internet Addiction is a thing!!!
12. Gaming can be a source for good, even more than it already is.
    1. Gaming itself
    2. Raising funds for other causes
13. Inclusivity
14. Makes you think about real world ethics vs. game ethics

Some sort of game of Life knock off? But like an actual game of life, a game about what makes life important? Must build relationships within the game

Some sort of black-light room? Mirrors? Tape? Helmet?

Aspects of my topic that I knew nothing about at the beginning of the semester or learned through multi that should be included in my final project:

1. An effective game has all the same elements as the real world simplified, in a way that is easy to understand, strategize, and master
2. Experience is the arbiter of reality, not objectivity
3. What makes something real is meaningful relationships built with people
   1. Community
   2. Teamwork/Collaboration
   3. Trust
   4. International dialogue
   5. Raised stakes come from risking real relationships
4. Progression or development is key to fulfillment
5. Gaming culture could be A LOT more inclusive to women
6. Internet addiction is a real condition!
7. Video games can be a source for good beyond simple entertainment