1. Intro (1 paragraph)
   1. Introduce your topic (for instance, karaoke), and spend this paragraph describing its contemporary practice or your personal experience with it.
2. Design breakdown (2 paragraphs)
   1. Break the activity down into its component parts.
      1. Who does this activity?
      2. When do you do it?
      3. What are its implements/important objects?
      4. What are its rules?
3. Focus on gamelike aspects (1 paragraph)
   1. Explicitly tell us which aspects of the activity are game-like or playful
4. Analyze those aspects from [III] with respect to the readings (2-4 paragraphs)
   1. Caillois/Huizinga
   2. Waern
5. Discuss the values or ideology inherent in the activity and its practitioners (1-2 paragraphs)
   1. Use Sutton-Smith's breakdown of rhetorics; read the detail chapters on the other rhetorics if you need more insights.
6. Consider counter-arguments & iterative design (2 paragraphs)
   1. What are the practical or theoretical weaknesses of your argument?
   2. How could the activity be modified or redesigned to be more gamelike?
7. Conclusion (2 paragraphs)
   1. Summarize your argument.
   2. Discuss follow-up questions or future work that this paper has made possible.