Second essay (October 24th): Game analysis

Identify something you want to examine about one game and connect it to theories discussed in previous class sessions. Examples could be how the game teaches the player how to play, how it structures actions narratively or dramatically, or how its graphical/audio theme reinforces its rules. \*\*\*You may not use block quotes for a paper of this length.\*\*\*

Length: 1400-1600 words.

1. Thesis (1 paragraph)
2. Introduce your game (for instance, Street Fighter V)
3. Tell us which lens from class you're planning on using (for instance, narrative design & theory)
4. In one sentence, make a brief argument (for instance, "Street Fighter V delivers its story not through its cutscenes but through the experience of having an online opponent interrupt you while you're fiddling around inside the menus.")

2. Set the stage (1 paragraph)

1. Brief breakdown on genre and history of the game
2. Describe your personal experience with the game

3. Design breakdown (3 paragraphs)

1. Who are the players of this game?
2. What are the roles or character classes?
3. What are its rules?
4. What kind of fictional world is it set in?
5. What are the win and loss conditions?
6. What are its cooperative or competitive modes?

4. Reintroduce and expand thesis statement (1 paragraph)

1. Tell us which readings/ideas are relevant to each key idea

5. Analyze those key ideas with respect to the readings (2-4 paragraphs)

1. The main lenses so far are Stories, Fun, History/Genre, and Values
2. Feel free to cross boundaries and mix readings from different weeks

6. Consider counter-arguments (2 paragraphs)

1. What are the practical or theoretical weaknesses of your argument?

7. Conclusion (2 paragraphs)

1. Summarize your argument.
2. Discuss follow-up questions or future work that this paper has made possible.