

# MMC160 - Midterm Research

**Due Date:** October 5th by 11:59 PM

**Point Value:** 200 Points

## Overview:

Students will select a research topic within the realm of video game design and development to dive deeper into. The topic will be presented to the instructor for approval by the third week of class. The overall document will be submitted by the due date and time on blackboard.

If you need access to a Word Processing Program, you have access to [Microsoft 365](#) through CCAC. Another option is to use Google Drive and Google Docs. Finally, there is an open source software package called [Open Office](#) that can be downloaded and installed for free.

**The CCAC Library Website:** <https://www.ccac.edu/library/>

**CCAC General Research Guide:** <https://libguides.ccac.edu/generalresearch/citations>

**NoodleTools Signin/Registration:**

<https://my-noodletools-com.ezproxy.ccac.edu/logon/signin>

## Rubric Requirements:

- **40 Points:** Submission of topic by Week 3 (9/21). Not doing so will result in no points.
- **20 Points:** Including bibliography, the paper is at a maximum - five pages long.
- **20 Points:** Document is written in 12 pt., Times New Roman and double spaced
- **20 Points:** When completed, an abstract of your topic is posted to the correct discussion board for others to see what you wrote about.
  - This is **not** copying and pasting your document. One paragraph summary.

Overall, the paper will include the following portions:

- **20 Points:** Introduction to the topic - What are you examining and why is it important in relationship to the video game industry and culture? Why do I need to be aware of this?
- **20 Points:** History of the topic - How did this come to pass? What were the events that led up to this being an important element in game history?
- **20 Points:** Who are some of the key players in this event? Were there any overall ramifications to their careers and futures in the gaming industry?
- **20 Points:** Conclusion - Overall, reflect on the topic and explain why you think this event is important. How has it shaped the video game industry and/or culture? What do you think will be future effects of this event?
- **20 Points:** Bibliography - A bibliography page with at least **10** different citations used for this paper.

Once you have completed the paper, remember to submit the overall document to the Midterm Assignment box, and to post your abstract in the discussion board.