

Mao

1. Mao is an in-person playing card game that starts with absolutely no explanation of the rules. New players must guess what they are, and returning players have to try and remember what each card does.
2. In Mao, I'm most drawn to all of the silly things my friends and I declared we must do for each suit and number. For example, if a player puts down a Nine of Hearts, they must smack down that card on the table as hard as they can, and then make a heart symbol. Failure to do either of those things results in a penalty.
3. What each suit and number does is vital in winning and staying afloat in this game. Failing to remember the specific rules will make other players give you a penalty card. The goal is to eventually have an empty hand, and stacking penalty cards is not the way to do it.
4. While the goal is to have a single winner, there is still a lot of dependency on other players to hopefully make the odds in your favor. For example, hoping that the player before you puts down a suit or number that turns the game in your favor. Another would be hoping that another player who typically messes up a rule gets a penalty card so you can be ahead of them.

FORTNITE

1. *FORTNITE* is a battle royale multiplayer game that could be played solo against everyone else, or in teams. The last one standing wins the game.
2. I love the character customization, the goofiness of the game, and the glory of getting the #1 Victory Royale.
3. Knowing how many players are left, knowing the status and loadout of your teammates, what type of events are happening on the island, and so much more are essential to winning the game. For example, when a teammate's health is low it's important to remember when fighting another team or trying to figure out what to get and where to go next.
4. Depending on your teammates during times of stress and conflict is an important part of the game. When a player is knocked down, making sure they are protected from being eliminated and getting the proper health supplies for them becomes a priority. During a fight, knowing your teammates can handle the opposition is also important as well.

Campus Treasure Hunt

1. The Branch Center in the UC is the perfect representation of community. It helps bring people together who may otherwise feel ostracized and gives them a safe place.

Mint Pitassy

MART 391

Professor Michael Cassens

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2. The Clinical Psychology Center on campus represents communication because it's where I go for my therapy appointments to discuss and find solutions to the things that plague my mind.
3. The roads in Missoula during winter are the absolute perfect representation of unpredictability. The roads may be icy and slick, caked in snow, or fine. Even outside of winter, you still have people who drive terribly and could cause an accident. Staying vigilant and aware of surroundings when driving and knowing what to do in shaky circumstances is important when driving in the city.
4. The Davidson Honors College is the perfect home for achievement. It houses events that celebrate the things students achieve and create. During the end of the semester, lots of students present their grand projects and creations for the community to see and it's incredible seeing the creativity and passion of these students.
5. The Student Advocacy Resource Center is the perfect place for something that represents accessibility. The wonderful people at the office can help students find the accommodations they want and need to be successful, showing how a good education should have no barriers that immediately stop someone from succeeding.