

Making Videogames, Making Arguments Final Project

Assignment Overview

Our final assignment asks you to tie your experience reading interactive texts, playing videogames that make arguments, and building videogame prototypes into one coherent package. For this assignment, you will develop an interactive reading game that communicates an argument. What argument you choose to make is up to you, but it should be clearly expressed through the design and procedural rhetoric of the game prototype (through how the game plays in addition to what the text reads). Your prototype should be complete, playable, and take at least three minutes to complete. Sources of inspiration for the game can include concrete poems, surrealist games, videogames, and personal experiences. Many of the Twine games we encountered transformed personal interactions in the world into design strategies for navigating and manipulating texts. You may use this design strategy for your prototype, though you are by no means required to do so.

You will present your working prototype in a Ted Talk style video that demonstrates the game, including its features, argument, and importance. The audience for this video is a general viewing public who you would like to get to play your game (you can assume the audience is familiar with videogames and indie games). This video should be no longer than 5-6 minutes in length. It should make a clear case for why your game is important and why the audience should play it. There is an advertising component to this pitch: be informative and persuasive.

Consultation

Schedule a 20-minute meeting with me to pitch your project. In this pitch, you should outline the content and design principles of the project, including what specific software and features you will use to put them into practice. Your formal pitch need only be about five minutes in length, as the majority of this meeting will be discussion and consultation-oriented in nature.

Software

You may build your prototype using either Twine or Axure, which we learn how to use in class. If you would like to use another prototyping tool, you may suggest it as part of your project pitch.

Grading

This assignment will be evaluated on your ability to demonstrate the prototype, explain how specific features produce arguments and experiences of interest to your audience, and overall polish and presentation. Successful videos will be well-argued, clearly organized, and insightful in their ability to make arguments using the game and its features. Your prototype and Ted Talk should show a clear grasp of Bogost's procedural rhetoric, which will be used to author an

interactive argument in the videogame medium. The quality and completion of the finished game will also be taken into consideration when grading.