

VG500

Technical Communication

Project (Game day!)

Manuel — UM-JI (Spring 2019)

Goals of the project

- Practice article writing
- Write precisely and concisely
- Write and answer reviews

1 General setup

Toward the end of the course simple games will be designed and played. The goals of this project are to:

- Think thoroughly of a problem;
- Write clear and detailed rules;
- Learn how to express an idea in a precise and concise way;
- Convey an idea in an appealing manner;
- Improve both oral and written communication skills;

Obstructions

For the game, each group is assigned a tool among the list:

- | | | |
|-----------------------|----------------------|---------------|
| 1. Chopstick(s); | 4. Toothpick(s); | 7. Basket(s); |
| 2. Ping pong ball(s); | 5. Skipping rope(s); | 8. Play-Doh; |
| 3. Plastic bottle(s); | 6. Egg box(es); | |

A page will be open on Canvas. Register a group of **three to four** students and select a tool. Note that an object can only be selected **once**, i.e. no two groups can build their game around a same object.

Basic guidelines

When designing the game comply with the following rules:

- A game should not last longer ten to twenty minutes;
- The title should be simple, clear, and **engaging**;
- A game should be playable by three to five players;
- There is no restriction on the mechanisms, e.g it can be individual, team based, or collaborative;
- Simple extra objects can be used, e.g. dice, cards, coins, or paper;
- The game should not be “too noisy”, e.g. exploding balloons;
- The game should not already exist;
- Provide clear and detailed rules, e.g. follow standard “rule patterns”, use illustrations, tables, and examples;
- The rules must be written in a $\text{L}^{\text{A}}\text{T}_{\text{E}}\text{X}$ document, meeting the exact same requirements as would a scientific article;

- The rules should be less than eight pages long, i.e. the game should neither be too simple or too complex;

2 Organisation and timeline

The project features three main phases:

1. Each group designs his game and write its corresponding rules;
2. Each game is reviewed by at least two other groups selected by the teaching team;
3. On the last lecture, a Game Day is organised, and everybody plays all the games. Each group of player evaluates the quality and design of all the games, as well as the clarity of its rules;

The purpose of the second stage is to practice writing and answering reviews. Each group should select a *corresponding author* to whom the reviews will be addressed. The process will be handled through Piazza. Upon receiving a review the team members should discuss the review and decide **all together** on (i) how to respond and (ii) what changes to apply to the game. All the exchanges between the various parties must be performed on Piazza such that the progress can be followed by both the TA and the instructor.

Note: the deadline for each stage will be announced on Canvas.

3 Grading policy

The project grade will be given with respect to:

- The quality, clarity, and organisation of the writing;
- The quality and originality of the game;
- The clarity and conciseness of the rules;
- The handling of the reviewing process;
- The final peer evaluation of the game on the Game Day;
- Everything learnt in the course, regarding writing, must be applied when penning the rules, i.e. writing style, design of tables and figures, etc.

4 Final notes

In order to facilitate the workflow please comply with the following requirements:

- Clearly specify who is the corresponding author and include his email address;
- Name the files `group_i.{tex,pdf}`, where *i* is your group number;