Exit Ticket

**Prompt**: Write down one thing you learned about game mechanics and deep gameplay during the lesson.

1. What are game mechanics?

a) The graphics and visuals of a game

b) The rules and systems that govern how a game is played

c) The storyline and narrative of a game

d) The sound effects and music in a game

2. What is deep gameplay?

a) Gameplay that is difficult and challenging

b) Gameplay that is shallow and lacks complexity

c) Gameplay that sustains player interest over long periods of time

d) Gameplay that is only enjoyable for a short period of time