**COMM 105G READING WORKSHEET**

Author, publication date, title: “Boundary Spaces.” T. L. Taylor and Beth Kolko. Information, Communication and Society 6(4):497-522.

What is this reading’s topic? Where and when was the research done?

This reading’s topic is about the game *Majestic* and how these types of games are viewed now and how it was viewed after 9/11. It was done in 2001.

What is the author(s)’s argument? Try to find it in the reading—noting the page number—and then restate it in your own words:

The author’s argument is how *Majestic* made an impact in the gaming world. Even though it was bad timing when it was released, it left a lasting impression.

Which methods did the author(s) use to collect data?

The author used other people’s research to collect their data.

What pieces of evidence help support the argument? Note page numbers:

Whether or not it was a victim of bad timing, or even sloppy marketing, the game found unique ways to cross borders. By pushing boundaries of the genre, the game in turn pushed the boundaries of players, and in that it was a startlingly successful cultural text. It brought to the forefront persistent questions about the nature of knowledge, community and identity in the digital age. (Pg. 519)

What did this reading make you think about? Is there anything that you are still confused about/would like to know more about?

I have never heard of this type of game before, but it seems like a type of game I would really like. I know that 9/11 was impactful and everyone was scared after it happened, but I don’t understand why people can’t still think that *Majestic* is still a good game even after it happened. I don’t see anything wrong with still like that game after the incident in New York/Virginia happened. I get that it is creepy getting those calls/text/emails after, but you can still think the concept of the game is cool. I want to look up these “unfiction games” and see if I can play any.