**English 1130.004 / 008 - Academic Writing – Winter 2017 – Douglas College**

**Essay Assignment #1**

**Due: Final Draft Due Jan. 31, 2017**

**Jan. 26 -** Essay #1 draft due in class (please bring the entire printed rough draft in hard copy—no computer only versions—consisting of thesis statement and no fewer than four paragraphs total (for example, introduction, conclusion, and two body paragraphs).

**Length: ~750 Words**

**Worth: 15%**

**Audience:** You are writing for a group of game designers looking for reasons to develop an educational game—a game designed to improve skills in an academic subject.

**Task:** Write an essay outlining what these game designers should consider when developing an educational game.

**Specifications:** The essay should be ~750 words (around three pages, double-spaced) and follow all the formal requirements outlined in the course outline. You should not have any secondary sources in your essay. Please remember to write to your audience and its expectations, not to what you think I want you to write. You may use the first-person pronoun if you wish, but it is not required.

**Successful essays will do some–or all–of the following:**

* Define the academic subject area for the game—do you supply a rationale for a game targeted to a specific academic discipline?
* Identify a rationale for each consideration the game designers must take into account, but maintain a unified, consistent main—or overarching—topic area
* Make a case for adopting your specific approach or strategy
* Use examples from other games to illustrate your reasoning and justify why it is worth adopting
* Answer this: how does your essay help the game designers justify making an educational game?

**Hint:** Even though this paper does not require you to use secondary sources, you should have a general familiarity with the design process as it is illustrated in the Game Reflection Journal Assignment #1. You can also do some contextual research by searching for information through Google, by consulting the library, and by doing other kinds of research along with participating in our class conversations. Here are a few leading questions, please do not try to answer all of these in one paper—narrow your focus. If you were a game design company trying to understand what it should consider before developing an educational game:

* What would you want to know about academic disciplines?
* Why would you want to know that?
* What assumptions are you making about educational games?
* How are those assumptions correct or incorrect?
* What information do you think is essential? Why is it essential? Is essential the word? How so?
* What is the “shared language” in education and game design that game designers would benefit from knowing? Why?