**Argument In-Class Essay Assignment (Essay #2)**

**English 1130.004 and 1130.008 Academic Writing**

**Winter 2017 – Douglas College**

* **Draft Due Feb. 23, 2017 - Please bring one page outline (printed), with hard copies of both your sources and be prepared to critique others and yourself**
* **Final draft will be written in class on Feb. 28, 2017 during class time**

**Length: ~1000 words (4 -5 pages in the exam booklet)**

**Task:** Write an essay in support of a board game that exemplifies the steps leading to success in your chosen career.

**Specifications:** **Your paper must include direct, in-text, citations from two peer-reviewed (refereed) sources** that also discuss, help define, or offer alternate perspectives, on the above topic. You must use each source at least once, as an in-text citation and summary, in the essay. So, if the final essay does not have at least two different in-text references—one from each source—and two summaries—one from each source—you will lose points. You will, of course, also need a works cited page or bibliography (depending on your reference style) and correct in-text formatting in either MLA or APA in order to receive full credit. The essay should be ~1000 words, or 4 - 5 pages double-spaced hand-written in the exam booklet.

**Notes:**

1. You will need to imagine, at minimum, what your board game will look like, and the basic rules of the game, in order to successfully complete the task above.
2. Your essay is not necessarily *about* the board game. Instead, it is an essay that argues for a board game that foregrounds the rules, steps, and processes that govern a career path. The key to completing this essay assignment successfully is a) to show what the steps to success in a career are; and b) to show how the game manifests those steps in a thoughtful way. Be very conscious of your essay’s organizational principles and avoid simply outlining the mechanics of the board game.
3. Remember you need to make an argument. The steps you see as important in the game and your career are not really arguments. However, what these steps lead to is the crux of your argument—what do you see as “successful” in the career and how and why does your board game want to emphasize that definition of success?
4. Imagine the owner of a company / organization you work for asks you to design a board game to recruit new people to the profession. How would you argue for a particular board game design? What kind of people do you think need to be recruited? How will the board game help people understand what it takes to be successful in the career? How will it help to exemplify what’s needed to be successful in the career?
5. The career in question need not be corporate. I challenge you to think about social causes, non-profits, charities, and other institutions for the public good (e.g.: education).
6. Think about how the board game defines success. Then, think about how it exemplifies that definition through a series of steps (or “things”) you must do in playing (or winning / losing) the game.
7. Your **peer-reviewed** research should fit into at least one of the following areas:
   1. Speaks to why gaming is important to understanding the demands of real-world scenarios
   2. Speaks to the steps needed to be successful in a career
   3. Speaks to the pitfalls of a career
   4. Speaks to what / how games can teach us
   5. Defines the specific “deliverables” or exemplifies why games teach us things
   6. Defines the specifics of success in a career

Yes, you can take the alternative position in this assignment, arguing against the grain. Perhaps there’s a board game that can teach you which career is suitable in the first place. Maybe there’s nothing a board game can teach people about the career you have in mind. In any case, you must present an argument supported, in part, by two peer-reviewed sources.

Please remember that this essay requires a concise and well-developed thesis sentence that refines the above topic. Paragraphing and argumentation should follow logical patterns of development and critical thinking.

**In Class on Final Draft Day:**

* Students can bring a one-page, single-sided, 10-point font (or higher), cheat sheet, to class when writing the final draft on Feb. 28, 2017. No more than one page, single-sided, 10-point font (or higher), of outline / drafting / notes will be accepted. Everything in excess of one page will be confiscated at my discretion (meaning I choose what to take away, leaving you with one page of my choosing).
* You can include your sources to be copied into your in-class essay, cited according to the correct citation guide, but such citations must be part of the one-page cheat sheet. If they are not, I will confiscate them.
* You may bring in hard copies of your two peer-reviewed articles, but they cannot include any marginal notes or directions.
* You may bring in a thesaurus and dictionary. No dual-language dictionaries, with the exception of English – French.

**All course policies and penalties noted in the course outline apply to this assignment.**