**Prompt #1: Game Reflection Journal**

**English 1130.004 and 1130.008 – Academic Writing**

**Tues. and Thurs. / Douglas College / David N. Wright**

**Minimum 500 words, double-spaced**

**Due: Jan. 19, 2017. In Class (no extensions or late submissions)**

**Tasks:** After playing one of the games in the course readings, or an online game of your choosing (see note below), reflect on the design process for the game and make comparisons between that process and the tasks associated with writing, or planning for, an academic essay.

**Notes and Ways to Proceed:**

1. Use the diagram on the back of this prompt to better understand the typical processes in developing and designing a game—the design process.
2. Try to imagine and identify how the game you played might have undertaken these steps:
   1. Who is the target audience?
   2. What was the design goal?
   3. What are the rules?
   4. What might the prototype have looked like?
   5. After playtesting, what revisions might have been made?
   6. How does the game achieve, or not, its desired goals / outcomes?
3. Try to understand the game and its outcomes on their own terms—don’t compare the game to other games.
4. Think about how the process of developing the game, once you have identified clearly what the different stages, parts, goals, changes, and outcomes might have been, before you try to compare it to writing academic essays.
5. Make sure you identify the goal, audience, and rules that govern the game. What assumptions does the game make? Why? How are those assumptions exemplified in the game play, in the game design, or in the “pieces” of the game?
6. Think too about the difference between “game” and “play”; how might that relate to “drafting” and “essay writing”?
7. Point to specifics—examples from the game—to illustrate what you mean.

**Please note:** If you choose to write about a game **not on the course reading list** please include a **playable link to the game** with your completed journal. **I must be able to play the game.**

**REMEMBER, WRITE FOR YOURSELF. WRITE ABOUT WHAT YOU THINK IS IMPORTANT. DO NOT WRITE AN ENTRY BASED ON WHAT YOU THINK MY EXPECTATIONS FOR THE JOURNAL MIGHT BE!!**

**Typical Structure for a “Traditional Iterative Game Design Model”**

**Flanagan, Mary. *Critical Play: Radical Game Design*. Cambridge: MIT P, 2013. Page 255.**