**Game Reflection Journal Rubric**

**Assignment Weight: 3 points**

**English 1130 – Winter 2017 – David N. Wright**

**Student Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Grading**

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| --- | --- | --- |
| **Worth:** | **Expectation:** | **Mark:** |
| **0.5** | Is the journal entry well written, with good paragraphing, syntax, word choice, and sentence structure? |  |
| **1.5** | The journal entry responds to the prompt in at least 3 different ways—takes on at least 3 **different** aspects or components of the game and relates each to a learning outcome (or theory). |  |
| **0.5** | Meets the 500-word minimum. |  |
| **0.5** | Exceeds the 500-word minimum. |  |
|  |  |  |
| **Total:**  **3 Points** |  |  |

**Desired Outcome and Expectation:**

Your Game Reflection Journal:

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| --- | --- |
| reflects on a game and its intricacies—how was it played, what it taught you, why it is of interest to the course? |  |
| makes suggestions about how the game you played mirrors the processes we are discussing relevant to writing in academic contexts |  |
| uses the game as a way to think about social issues, logic, or other aspects of critical analysis and thinking |  |
| records your frustrations (with the required tasks, academic contexts, or the concepts under discussion) |  |
| reflects on your learning—looks at what you learned that you didn’t know or how you are gaining confidence (or losing it) |  |
|  |  |