**Prompt #2: 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: Feb. 2, 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 how games can be used to teach the intricacies of social issues (i.e.: homelessness, mental health, poverty, crime, tolerance / intolerance, racism).

**Notes and Ways to Proceed:**

1. Who is the target audience for the game? How does this influence what particulars the game draws attention to?
2. How does the game achieve, or not, its desired goals / outcomes, as you perceive them to be?
3. Think carefully about what social issue the game is trying to foreground—identify and define the specific aspect of a social issue that the game is putting forward. For example, name the specific aspect of poverty that the game highlights or emphasizes.
4. Make sure you identify the goal, audience, and rules that govern the game. What assumption does the game make? Why? How are those assumptions exemplified in *how* the game represents a social issue, in the game design, or in the “pieces” of the game?
5. Focus your attention on what the game does, not on the relevance, appropriateness, or clarity of the social issue.
6. What is your reaction to the game? When you play the game, do you feel emotional? Pessimistic? Are you laughing? How does your reaction affect what the game is about?
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!!**