**Prompt #3: 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. 23, 2017. In Class (no extensions or late submissions)**

**Tasks:** After watching one of the Ted Talks on the course reading list about games, reflect on how games might be used to help individuals understand what you do in your job, what you intend to do in your career, or some aspect of your culture.

**Notes and Ways to Proceed:**

1. Think about what kind of game would teach the audience appropriately in response to your job, career, or culture.
2. Think about the steps needed to understand your job, career, or culture—how would you translate those steps into a game? What would be the outcome? Why would you pick certain aspects (be specific) over others (be specific)?
3. Think about how the process of your job or culture. What are the different stages, parts, goals, changes, and outcomes people generally go through? How might a game help others understand these things—what do you want people to understand **the most** versus what you want them to understand **the least**?
4. Make sure you identify the goal, audience, and rules that govern gameplay. What assumptions does gameplay make? Why? How are those assumptions exemplified in the gameplay, in the game design, or in the “pieces” that make up games? How might you use assumptions about gaming the way the Ted Talks do?
5. Point to specifics—imagine the game and point to specific examples from the game—to illustrate how it helps an audience what you do in your job, what you intend to do in your career, or some aspect of your culture.

**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!!**