**Prompt #4: 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: March 16, 2017. In Class (no extensions or late submissions)**

**Task:** Based on your reading about—and experience playing—games, write a workflow for designing a new game.

**Instructions:** This task requires that you engage with several implied stages in your answer:

1. What kind of game are you designing and why?
2. What will you need to do in order to build / design the game imagined in #1 above?
3. Who is the audience for the game and who is the audience for the workflow?
4. What are the most important components of the workflow and why are they so important?
5. What is the intended outcome and why is achieving the outcome important?
6. In every step above, think about the parallels between writing out the workflow and planning / developing / writing a research essay.

**Notes:** Think carefully about what you've learned to do in this class and how that will help someone manage this task. As well, you might want to think about how effective your workflow is, or how effective you are at managing your time—perhaps you're a good example of what not to do. Sometimes, examining your own process reveals the shortcomings or the areas where you need to improve going forward. Be sure to imagine your audience(s) clearly and precisely. What would they want to know and how receptive would they be to a particular tone or delivery style. Feel free to Google “workflows” and see what examples there are out there in the world.

**Be bold. Be brave. Do this Journal without asking me whether what you are doing is right or wrong. Just do this—to the best of your ability based on your understanding of the prompt and your assumptions.**