**Prompt #5: 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 30, 2017. In Class (no extensions or late submissions)**

**Task:** Based on your experience of the games you have played in the course, write a reflection about how useful games are for understanding the processes and outcomes of academic writing.

**Instructions:** This task requires that you reflect critically on your experience of learning about academic writing by engaging forcefully with games. In so doing, you may wish to confront some of the following:

1. What kinds of games were useful, which ones were not?
2. Reflect on your own level of participation and engagement—did you play the games? Did you do the readings? Why or why not?
3. Reflect on frustrations or area of incomprehension—why didn’t you understand what you were supposed to do? What was the source of that anxiety?
4. Reflect on your expectations for games, and for your writing in college. How did you meet—or not meet—those expectations?
5. Reflect on the key takeaways for you coming out of the course—what do you think you will remember? What do you think you will quickly—and perhaps justifiably—forget?
6. You may wish to treat this Game Response Journal as an opportunity to leave a note to your future self about your experiences taking this course. What would you future self want to know / remember?

**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.**