**UNIT 1 - Natural Science Unit - Game Design Document**

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| **Genre** | **Role** | **Audience** | **Purpose** | **Rhetorical Situation** |
| Game Design Document | Professional Game Designer | Investors and all members of the game creation team | Providing a comprehensive technical roadmap for creating the game | You are writing up an initial Game Design Document from which each part of your game development team can begin building the game |

**Feeder 1 - Elevator Pitch**

For this feeder, your job is to produce a compelling elevator pitch intended to sell your game concept to potential financial backers and stakeholders.

To accomplish this, your pitch should include some version of the following:

**Introduction:** Tell them who you are, and give them the name of your game.

**One-liner:** If you had one sentence to explain your concept, this is what you’d say. Ideally, this sentence will also capture listeners’ attention. In this description, you should include the genre-descriptive words used by the industry, e.g. “3D Roguelike Bullet-Hell.”

**What are you doing?:** Describe the concept of your game a bit more.

**Who is it targeting?:** What’s the audience for your game?

**Why should they pick you?:** Describe the most innovative and exciting aspects of your game. What’s different, new, and/or compelling about this game?

Your pitch should be no more than 2 minutes in length; you will be timed!

In addition to the content of your pitch, consider your tone of voice, body language, and facial expressions during your delivery.

You must submit a script of your pitch in addition to your live presentation. The script must be cited and formatted in APA style.

On the day of presentations, students will vote for the individual pitches they liked best, and you’ll form groups around the best-liked pitches for the remainder of the semester.

**Feeder 2 - Concept Map and Overview**

Your group’s first task is to create a concept map of your game idea. This may entail changing the original scope and nature of your project. Along with your concept map, you will turn in a key describing your map and a short write-up summarizing the idea and aesthetics of the game, expanding and potentially altering what is contained in Feeder 1. Finally, provide a write-up for the process your group went through in testing and constructing the concept map.

**Concept Map**: Provide a concept map which gives the design of your game’s interface. Think about what menus and screens will be important to your game. Make sure you think about the design principles we have gone over - this diagram should be intuitive to understand and follow, and give the reader a good sense of what the game interface should feel like. On the map, please provide a key for the colors and shapes that comprise your concept map.

**Summary**: Describe your game idea in around 200 words. This should be a group effort - early on in the design process, your team needs to agree upon what the game is. This may change moving forward, but the point is to get everyone on the same page at the beginning of the process. This section should be in descriptive language, not persuasive - this is for your team to understand in technical terms what they are building, not to sell the idea to an investor.

**Process Write-Up**: Here I want to see the iterative process we discussed in class - talk about how you tested and changed your concept map as a group. This will probably be around 200 words as well, but it depends on how much of a process you went through. If it is much less than 200, you may not have gone through enough of a process.

**Unit Project – Game Design Document**

The last step in our process is filling out the technical documentation for the creation of the game, the Game Design Document. I will provide you with the template to be filled out by your group which will expand on the various mechanics and aesthetics you have generated over the course of the elevator pitch and conceptual diagram. There are a number of different subsections, labelled and grouped by function.

Within each section, you should clearly describe in as detailed and technical language as possible what that part of the game should be. Think about this as a blueprint: you want to ensure that whoever is reading the blueprint understands what each piece should look like and how it fits in with the other pieces; it doesn’t matter so much how they accomplish that. In other words, leave things like programming languages, game engines, 3D modelling software/techniques to the people actually generating the pieces -- this document is so they know *what* to create rather than *how*. This is why you need to give as many details in as precise and technical language as possible, so that the builder has a very clear image of what it is they need to make.

This also means that each section should be concise, to the point. We do not want flowery language or highly conceptual language, nor are we trying to sell any of the ideas within to anyone. Everyone reading this document has already bought into the vision, now they just need the detail presented as clearly as possible. Some sections will be longer, some will be shorter, depending on what is necessary in any given case. This is another assignment where fresh eyes will be very useful in determining whether you have been clear enough in each case. For some sections, images like the conceptual diagram or reference artwork may be helpful to a reader.

Your Game Design Document should be about 5-7 pages in length, not including images. It must be cited and formatted in CSE style.

**UNIT 2 - Social Science Unit - Research Based Podcast**

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| **Genre** | **Role** | **Audience** | **Purpose** | **Rhetorical Situation** |
| Research  Based  Podcast | Researcher and Content Creator | The uninformed but interested public without easy access to research methods and archives | Explain a specific research topic in understandable terms | You are conducting a research informed discussion on a particular game-based topic |

**Feeder 1 - Annotated Raw Research Recording**

The goal of this feeder is to begin accumulating the audio clips necessary to create your second feeder and ultimately the first episode of the podcast. We will also use this opportunity to begin the process of picking a game to act as a focal point for the discussion of research you will be doing for the episode.

Each group member will do preliminary topic research on an area of interest and come to the session prepared to discuss their own research and interests, as well as to engage with their classmates on their research. Conversation should be allowed to flow naturally, but make sure everyone gets a chance to discuss what they are interested in.

There should be about 15 minutes of content per group member, which should be annotated in a research journal detailing timestamps and content. For example:

13:24-18:51: Discussion between group members regarding female representation in games; Mario, Halo, and Tomb Raider were all mentioned in terms of the way each presents a female character and the problems in each. Group members disagreed as to whether or not Tomb Raider constituted adequate female representation.

Notes should adequately summarize each discrete chunk of the discussion, as well as they ways they relate to each other. This journal will serve as an organizing document for later in the project when you need to edit in sound bites from these earlier discussions or other sources.

**Feeder 2 - Episode Trailer**

Now that we have our B-roll, we need to create a trailer for the upcoming podcast episode that will get people interested in your topic and excited to listen. The goal is to take the most interesting and relevant soundbites from your two B-roll recordings and cut them together in a fun and engaging way. You should include relevant narration in order to link these soundbites together.

In order to create this trailer, you will need a few things: first of all, you will need a sense of what your podcast is going to be about. At this point, group members should have a sense of what they are going to be speaking about, and will have narrowed their topics to an area of concern. You will also need a storyboard for your trailer detailing the arc you will be following as you narrate. You will of course also need your research journal which will help you plan out what important ideas you will be discussing.

The end result should be about 2 minutes in length, including narration and edited soundbites from other recording sessions. It should describe what your upcoming podcast episode will be about while providing example clips to engage the listener. Finally, you should turn in your storyboard for the trailer, along with the research journal, which should be accumulating sources and timestamps.

**Unit Project – First Episode**

You will be producing a storyboard and a script for the final recording session. The storyboard should be as long as you need it to be: every story beat should be represented as a panel in the board. That being said, there should be a minimum of 3 panels per speaker. Spend some time doing this, it will benefit your project in the long run.

After you craft your storyboards, move into the scripting phase of the project. The script should be clearly derived from your storyboard -- if you would like to include an intermediary step where you take the storyboard and begin assigning it to pieces of the script template, feel free. Regardless, all of the detail work you have done on your storyboard should directly translate over into the script, though of course feel free to edit based on the testing process I have given you for your storyboard.

As for length, the general rule of thumb is that each page is about a minute, but obviously you will have to test that for your own speaking and editing style. What this translates to is roughly 10 pages per person, since each person will be working on their own section. If this sounds like a lot, don't worry: the unique formatting requirements of scripts make each page much shorter than a classic essay, so in reality what you'll be writing will be equivalent to what you think of as 5-6 pages, more or less. Make sure you keep formatting consistent across the parts and that all information, including segments, audio clips, and speaker names are clearly shown in your formatting.

Finally, record the final session using your script, and edit in the appropriate sound clips so that each section is 8-12 minutes long.

Submit one storyboard, one script, and one research journal per group, as well as your fully edited podcast episode.

**UNIT 3 - Humanities Unit - Game Conference Paper**

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| **Genre** | **Role** | **Audience** | **Purpose** | **Rhetorical Situation** |
| Game criticism | Academic game critic | Other academic readers in your topic area | Advancing a thesis about a particular work | You are presenting a paper at a games conference in order to contribute new ideas to the ongoing conversation about your topic. |

**Feeder 1 - Paper Abstract**

**In order to be accepted into the conference, you have to submit a one paragraph abstract to the conference runners. It is a summary of your proposed paper and should contain both a general description of the program and your concise, detailed thesis statement. This means you need to have an argument to make at this point.**

**The abstract will help you structure your paper by road-mapping your eventual project. This does not mean that your project cannot change after this point, but the abstract will be useful in organizing the paper you will eventually write.**

Here is a suggested template for your abstract:

**Background/Context: The first sentence or two should situate your work in the scholarly conversation.**

**Thesis:** Follow the context with your clear, well-crafted, original thesis.

**Evidence:** Include a sentence or two that illustrates the key evidence you’ll use to support that thesis.

**Conclusion/Significance:** In a sentence or two, explain the significance of your essay in terms of what it contributes to your topic.

The abstract should be 250 to 350 words in length and fit on 1 page.

Here is the call for papers we will be working with: (link here, dependant on semester.)

Additionally, your abstract must be cited and formatted in MLA style.

**Feeder 2 - Literature Review**

Now that you have an idea of what you want to talk about, create a small bibliography of sources surrounding your topic. The goal of this assignment in part is for you to locate your idea in the already existing dialogue of criticism around the text you will be working on. Be sure to only pick reputable, scholarly sources such as published academic books or articles.

Provide 3 to 5 sentences summarizing the source, assessing its credibility, and relating it to your future project.

**Summary:** What’s the main idea of this work in one or two sentences?

**Assessment:** Who wrote this article, and how can you tell the source is credible?

**Relevance:** In one or two sentences, how do you intend to use this work in your project? What gaps in knowledge will this source be filling, what ideas from the source do you plan to challenge, or what ideas will support your own thoughts? Be as specific as possible.

Focus on using keywords to demonstrate the main ideas, particularly words that will be recognizable and important to you when you look back at this assignment. You may wish to include a small, important quote that makes the source important or useful to you.

Remember, you should be working out your argument as you research; don’t just find voices that support your own, but also look for voices that inform your position and help you develop a coherent, original argument.

You will submit reviews for 3 to 5 credible sources with 3 to 5 sentences following the above criteria. Your literature review must be cited and formatted in MLA style.

**Unit Project - Conference Presentation**

Submit this first draft as a Google doc link with editing permissions.

You have been grouped by topic and will be presenting your papers. You will have 15 minutes to present your paper as well as whatever presentation materials you have provided. There will then be a question and answer period.

The paper itself should be 6-8 pages and should take no longer than 15 minutes in presentation.

Your paper should include the following:

**Thesis and Introduction:** Introduce your essay, situating it in the context of the larger conversation. Assert your clear, well-crafted, original thesis statement.

**Organization:** Your essay should have a logical organizational structure. Your topic sentences should be clear and should 1) state the main idea of your paragraph and 2) relate the paragraph’s main idea to the essay’s main idea.

**Evidence:** Your paragraphs should include sufficient evidence to support the main idea of the paragraph. This evidence should be introduced with signal phrases and cited properly.

**Analysis:** Your analysis should explain *how* the evidence you have included supports your paragraph’s main idea.

**Transitions:** Your paragraphs should transition smoothly from one idea to the next, making use of transitional phrases.

**Conclusion/Significance:** Explain the contributions your essay is making to the conversation around your topic.

**Diction and Syntax:** Because your essay is written for an oral presentation, you should write in shorter, clearer sentences that will be easier to hear and understand. Avoid very long sentences and overly wordy phrases. Make good use of transitions between sentences to explain complex ideas in smaller steps.

Time yourself, including time to introduce and discuss presentation materials and to read your paper in a measured, even tone of voice. Simply reading the words to yourself aloud will not give you an adequate sense of the amount of time that will be taken.

For the final unit project, in addition to your live oral and visual presentations, you must submit a copy of your essay and of your visual presentation (if applicable). Your essay and presentation must be cited and formatted in MLA style.