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Game Analysis

1. Play one of the game options provided in class.
2. Then, analyze the game using the following criteria (in black).
3. Finally, write an analytical summary discussing the ways your game fits into a dominant narrative or counter narrative discourse. (in black). Upload your summary to your blog.

INTRODUCTION: An introduction to the media (why did you choose it? what is your relationship to the media?)

SUMMARY AND AUDIENCE: A brief summary of the media (what is the setting/arena of the game? What are the pieces? How many players or characters? What are the rules? What does gameplay action look like?)

AUDIENCE: Who is the intended audience and/or purpose? How do you know?

REPRESENTATION:

Who are the different players? How are different players, characters and elements in the game represented? What kinds of power do players/characters have (or not have)? Reference our avatar discussion.

NARRATIVE & GOAL:

What is the overall story or purpose of the game? Is there a central conflict, and how is the conflict resolved? (How does someone win the game)? Is there a single way to win or are there multiple ways to win?

POINT of VIEW:

Whose point of view do players of the game take? Is it a first person (and if so, who?). Is the player god-like or omniscient? How do players move, and what choices do they have?

EMOTIONAL TONE:

What is your experience like? What emotions do have while playing the game?

RULES:

What are players allowed to do in the game? What activities are forbidden? Which in-game behaviors are rewarded, and which are punished?

OTHER:

Are there other elements important to analyzing this game?

VALUES:

Using the above criteria (representation, narrative, tone, rules, etc.), what cultural, gender, social, etc. values are upheld by this game?

Dominant Narrative / Counter Narrative: Using the analysis you completed above, discuss how your game fits into a dominant narrative or counter narrative discourse. Provide examples to illustrate your argument. If your game fits into a dominant narrative, suggest ways the game could be tweaked to support a counter narrative discourse.