Analysis Project
GAM 224, Prof. Robin Burke
Spring 2006
Grade value: 30%

What is it:
Each student will perform an in-depth analysis of a single video game title resulting in a three game
analysis papers: one each on the dimensions of Rules, Play and Culture. Each paper will be approximately
5 pages (1200 – 1500 words). This assignment will require substantial play-time with the title, sufficient to
master basic game play and to encounter most of the game's components. (Playing the game all the way
through would be ideal but not practical for most titles.) The paper on culture may require research into the
game's community presence: fan sites, FAQ files, etc.

Milestones:
• 4/3: Submit (using Course On-Line – http://dlweb.cti.depaul.edu/) your choice of game for your
game analysis paper. Type the name of the game into the "comment" box that appears for
"Analysis project: Game selection", please do not upload a document.
• 4/24: "Rules" paper due (submit to Turnitin.com and bring hard copy in class)
• 5/10: "Play" paper due (submit to Turnitin.com and bring hard copy in class)
• 6/7: "Culture" paper due (submit to Turnitin.com only)

Hints
• Be disciplined. Game play should only be about a quarter of the time you spend on this
assignment, but it is easy to get "sucked in" by the game. If necessary, set a timer for 10-15
minutes, pause the game and take a break to take notes. Even if you are familiar with the game, do
not rely on your memory – take notes during or immediately after game play.
• These are formal papers and must be adequately documented. (See Footnoting handout.) You
must cite in your footnotes all references used, including FAQs or strategy guides you used to play
the game. If your paper includes an idea that is not original to you, such as the impressions of a
game reviewer, you must provide a citation even if you rephrase what was said. Papers that are not
adequately documented will receive a failing grade.
• Your paper must have a thesis, a claim for which it is arguing, and an argument, statements
supported by evidence that argue for the thesis. You must make use of one of the analytic schemas
from the book, but you must use the schema to analyze your game. A paper that lacks a thesis will
be receive a failing grade.

Turnitin.com (http://www.turnitin.com/)
Turnitin.com is an on-line service that checks student papers against a large text database of sources
including on-line, published sources and papers submitted by other students. The three analysis papers for
this class will not be considered complete unless they are submitted to this site as well as delivered in hard-
copy form in class. To submit your papers, you must have an account at this site. To register as a student in
this class, you will need to provide a class ID and a registration password, both of which I will provide in
class. When a paper is due, you will need to submit it as a file upload under the link provided for each
assignment.
Note that this service is distinct from the Course On-Line site used for the reaction papers and design
project assignments.
Rubric:

A = Exceptional

- Reflects unusually thorough and comprehensive understanding of the game analysis schemas.
- Analyzes, evaluates, and synthesizes evidence very effectively.
- Presents a clearly articulated thesis and highly persuasive argument that is probing, creative and nuanced.
- Reaches highly informed conclusions based on the evidence.
- Includes all of the most relevant and significant supporting evidence.
- Contains no factual inaccuracies.
- Is very well focused and organized.
- Is very well written and proofread with few to no errors in spelling, punctuation, grammar, syntax, etc.
- Is very well documented with no errors or omissions in citation.
- Employs a mature vocabulary, is highly attentive to word choice, and uses metaphors effectively.

B = Commendable

- Reflects clear understanding of the game analysis schemas.
- Analyzes, evaluates, and synthesizes evidence effectively.
- Presents a clearly identifiable thesis and defensible argument.
- Reaches informed conclusions based on the evidence.
- Includes relevant and significant supporting evidence.
- Contains only minor factual inaccuracies.
- Is well focused and organized.
- Is well written and proofread with few errors in spelling, punctuation, grammar, syntax, etc.
- Is well documented with few to no errors or omissions in citation.
- Employs a relatively mature vocabulary, is attentive to word choice, and uses metaphors effectively.

C = Competent

- Reflects adequate understanding of the game analysis schemas.
- Analyzes, evaluates, and synthesizes evidence somewhat effectively.
- Presents a thesis and argument that are reasonable but unpersuasive, simplistic, superficial, or logically flawed.
- Conclusions are reasonably well founded.
- Includes some supporting evidence but not all of it relevant.
- May have a major factual inaccuracy but most information is correct.
- Demonstrates adequate focus and organization.
- Is adequately written and proofread with some errors in spelling, punctuation, grammar, syntax, etc.
- Is adequately documented but may contain a minor errors or omissions in citation.
- Employs a limited vocabulary and relatively unsophisticated narrative style.

D = Limited Evidence of Achievement

- Reflects poor understanding of the game analysis schemas.
- Ineffectively analyzes, evaluates, and synthesizes evidence.
- Thesis and argument are unclear and/or very superficial.
- Reaches incomplete or inaccurate conclusions based on the evidence.
- Omits most of the relevant evidence and includes information that is largely inaccurate.
- Demonstrates inadequate focus and organization.
- Is poorly written and proofread with many errors in spelling, punctuation, grammar, syntax, etc.
- Is poorly documented with many and/or serious errors and omissions in citation.
- Employs a limited vocabulary and unsophisticated narrative style.

F = Minimal Evidence of Achievement

- Work that does not adequately meet ANY of the standards set forth above, or which is exceptionally inadequate in its thesis, ideas, evidence, writing, or documentation. In particular, an essay that merely summarizes the game's characteristics with respect to the analytic schemas.