GAME SHARE

Game shares are a chance to increase the diversity of games we are exposed to in class and to give you another opportunity to bring your insights and knowledge to the group. The game sharing sessions will be semi-formal and involve some orchestration of media showing and commentary on the part of the pairs. These are not meant to be speeches or extensive demos but rather informative and provocative snapshots of games that you think merit further study (for whatever reasons you give). The pedagogical goal of this work is to get you *thinking and talking about a game in the context of the class* and to practice highlighting specific designs in games without reliance on popular and industry rhetorics of game commentary. These will also serve as a resource for selecting a game for the memoir projects!

Details

There are 2 components to this assignment:
1. a short blog post about the game you are sharing, and
2. an in-class sharing session in which your group presents and discusses the game using concepts from the class.

Follow these guidelines for the Game Share:
1. The blog post should have an image for the "Featured Image" function of the site, and if possible, an embedded video of gameplay. The body of the post should just briefly describe the game and a general, short comment about why you chose the game.
2. The sharing session should be about 10 minutes, not including open discussion/questions.
3. Contain some kind of visuals (images/video) as an aid to your description of the game/play.
4. Contain a comment from all people in the group - it doesn't have to be even time, but everyone should get a chance to speak.
5. Contain commentary that identifies one or two points of interest in gameplay/design and expresses reasons about why you think the shared game merits a closer look.

You can structure the time however you like under these guidelines. Your comments should draw connections to ideas from the course, identify provocative moments, mechanics, or themes, or even provide a counterexample to a game studies idea or popular game design practice. The point here is to get the class thinking in new ways and open up discussion.

Evaluation

These sessions will be evaluated for their organization (use of time, visuals, group) and the quality of insights offered. Good shares will give us a good sense of the basics of the game, identify specific things in the game to communicate insights, and comment on value relative to culture rather than game culture as a subset. Weaker shares will be disorganized, assume a lot of knowledge about the game, rely on rhetorics of "fun," and fail to express any reasons as to why the game has value outside of the context of popular game culture.