

# G54GAM – Coursework 1

## ***Summary***

Critically document the game design of an existing, publicly available (commercially or freely) video or computer game that you have experience of playing, describing how formal game design concepts have been, or not been, applied to the game. Your report should be between 2000 - 2500 words long, and should be submitted no later than:

- **4pm on Friday 16<sup>th</sup> March 2012.**

Submissions should be made electronically via WebCT (<http://webct.nottingham.ac.uk>)

10% of the mark will be allocated to the structure, clarity, formatting and style of your documentation – be sure to include an introduction and conclusion, and appropriately formatted references and attributions to other sources and screenshots.

## ***Hints and Tips***

If you are struggling to find a game to document, then a variety of free browser-based games are available at the following websites. However, you should make sure that you choose a game with sufficient depth, complexity and longevity that it provides enough material for your report.

- <http://www.kongregate.com/>
- <http://www.mindjolt.com/>

You may wish to consider answering **one or more** of the following questions with respect to your chosen game:

- What is the core mechanic of the game, how does it suggest a genre and how does the game relate to other games within the same genre?
- How is the game as a member of formal, experiential and cultural systems?
- What are the choices involved in the game, and how do they create (or fail to create) meaningful play?
- What are the mechanics, dynamics and aesthetics of the game?
- What are the formal elements of the game play?
- What are the dramatic elements of the game?

- What are the challenges, how are they constructed and how do they change over time?

Remember:

- **Critical** documentation does not mean **negative** documentation.
- Avoid writing **subjectively** – “I think the game is fun because...”
- You are not writing a “walk-through” of how the game is played. Think conceptually.

## ***Assessment Criteria***

The coursework will be assessed against the standard criteria:

<https://workspace.nottingham.ac.uk/display/CompSci/Marking+Criteria>

Demonstrating knowledge of the area

Quality of the concept, including appropriateness and novelty

Quality of the argument, including appropriate use of game design theory

Including all of the above aspects, clarity of writing and appropriate structure, use of references.