Dimitri Myers

DTC 392

9/27/20

Title about Wii Sports

Step 1: Find or create a 30-60-minute playthrough of the game you are assigned.

Step 2: Pick one of the topics from our book, *Elements of Game Design* (see below), and write a 350-500-word essay connecting that topic to your game.

Step 3: Show portions of your play-through to the class (approximately 10 minutes), focusing your commentary on what you wrote in your paper as you present the work

Step 4: Turn in your essay

If you have access to the game you are assigned, you can record your play-through depending on the equipment you are using. For the purpose of this class, any method is acceptable as long as you can show your video to the class via Zoom and upload it to the Basecamp folder for Project 1. We will have a brief tutorial about recording with Open Broadcast Software (OBS). But you are also welcome to use your phone’s camera as well.

If you do not have access to the game you are assigned, you can find a playthrough of the game on YouTube. You will want to use a version that does not already offer a commentary so that you can add your own. You will need to credit the creator of the playthrough in your essay in the Works Cited.

If you created a playthrough, upload it to our Basecamp site and put a copy on YouTube. If you used someone else’s playthrough, turn in the URL of it.