Game Analysis Worksheet: Instructions

1. Choose something from the Discussion document (page 2). **What do you want to know about the game or a related aspect?**
2. If you are having trouble deciding… Look through the topics, keywords, example questions documents at the bottom of the page (change or combine ideas…)
3. Work through each question on the Game Analysis Worksheet pages 2 - 4. Take as many notes as possible.
4. You can add extra pages or rewrite information later.

Examples (topics / research questions / documents / tips / projects)

Topic (Keywords)	Example research questions	Examples of related projects	Other tips, ideas, and documents	Possible related participation projects
The game (components, art, story, experience, characters, strategy, play, actions, etc)	1. How do people feel while playing game X? 2. Why do people feel X (e.g., "the magic circle") when they play games? What was your experience of X in game Y? 3. How can we improve our play of game X? How and why do people get better at playing game X? 4. What are winning (and losing) strategies in game X?	1. 2. An essay exploring the experience of "the magic circle" in a game 3. 4.	1. 2. Instructions for an example project	1. 2. Write a game review 3. Teach someone the game
Language (rules, in-game interaction, component text, online texts, etc) (vocabulary, grammar, style, purpose, author, organization, meaning, audience, register, creativity, patterns, etc)	1. How are online reviews written in English? 2. How are English rulebooks written? 3. What language do people use when they play game X in their first language? In their second language? 4. How can we improve our second language communication while playing? 5. Does game X improve a person's second language skills?	1. 2 textual analysis documents for online reviews of a board game 2. An analysis of "Pandemic"'s rulebook 3. A thesis/research article that investigated gameplay language; a tally of verbs used while playing a game 4. 5. A thesis, a thesis(handout) that tested language improvement from a game	1. In addition to Textual Analysis Worksheet, highlight and use callouts (examples) 1. Instructions for an example project 2. Instructions for an example project 3. Instructions for an example project 4. Instructions for an example project	1. 2. Write a game review (post online) 3. 4. Post an actual play of the game, in English, on YouTube 5. Teach a language using the game
Society / culture (community, players, ideology, production, industry, representation, technology, history, psychology, etc)	1. What aspect of game X (e.g., railroad history) can you find in the local community? 2. What are the similarities and differences between game X and the real world? 3. Where did game X come from? 4. How do families play games? 5. Why do gamers gather at events? 6. How do people best learn games? 7. How does society or the media view games / playing games? 8. David Buckinghams's Media Education questions for games	1. M's research of local rail history 2. PandemicXcdc, Concentration X memory, studying about oil drilling after playing "Deepsea Desperation" 3. History of Snakes and Ladders, UNO X history (seminar) 4. A thesis(handout), a thesis(handout) about games and family bonding 5. Game Market reports: 2012, 2014 6. A thesis/research article that investigated how to teach games 7.	2. Instructions for an example project 3. Instructions for an example project	1. Design a game based on the local community 2. Design a more realistic game 4. Observe or interview families 5. Hold a game event

Example Projects

- Here are some projects that students have completed in the past.
- You may complete them as written, or improve them.
- You don't have to complete these projects. They are just examples.
- You are encouraged to create your own question and do work to answer that question in the way that you want to.

The Game - 2

Concept essay ([Example](#) - *not complete: be sure to follow the instructions below carefully*) (another example - a [podcast](#) episode of hosts looking into the history/science/culture of the "Jinro Game"/"Mafia"/"Werewolf")

   a. Look at the words we explored (the concepts) in your discussion. Choose a concept that is interesting and write a short essay (at least 2 paragraphs) that accomplishes 2 goals:

   (1) explain or describe the concept as **academically** as you can (use the Internet or other sources),

   (2) use your conceptual explanation to describe **your** experience of playing the game in Week 1.

   Try to use terms, labels, distinctions, similarities, differences, categories, models, frameworks, schemas, diagrams or images to explain the concept and apply it to your experience.

Language - 1

Online text linguistic analysis ([examples](#) - *not complete: be sure to follow the instructions below carefully*)

1. Find an online text (e.g., review, product page, advertisement, youtube video, forum post, tweet, etc) related to the game that you played, and read it carefully.
2. If you need help finding a text, please contact Prof. deHaan.
3. What do you notice about its language? Write a report (use text / graphics / data) to explain topics such as its:
   a. Examples and types of new or specialist vocabulary
   b. Verb and sentence and overall text structure and patterns and style
   c. Personal reactions and evaluation of the text and language
   d. Assumptions about the text's author, audience, context, purpose, values
4. Tools like https://www.lextutor.ca/vp/eng/ and https://www.lexicool.com/text_analyzer.asp may be useful to analyze general features about the text. However, an analysis using patterns and unique language you notice while reading and highlighting can be very productive as well.
5. Complete a [Textual Analysis Worksheet](#) for the text. Be sure to give evidence for your answers.
6. Be sure to write a summary statement. Do not just present the data. Write comments that will help other groups understand what is interesting and unique in your data.

Language - 2

Game rulebook linguistic analysis ([example 1](#) - *not complete: be sure to follow the instructions below carefully*) ([example 2](#) - *not complete: be sure to follow the instructions below carefully*)

Language - 3

Your gameplay linguistic analysis ([example](#) - *not complete: be sure to follow the instructions below carefully*) ([example 2](#) - *not complete: be sure to follow the instructions below carefully*) ([example 3](#) is a transcription that can be further analyzed - *not complete: be sure to follow the instructions below carefully*)

1. Examine the game's rulebook. What do you notice about its language? Write a report (use text / graphics / data) to explain topics such as its:
    a. Examples and types of new or specialist vocabulary
    b. Verb and sentence and overall text structure and patterns and style
    c. Personal reactions and evaluation of the text and language
    d. Assumptions about the text's author, audience, context, purpose, values
2. Tools like https://www.lextutor.ca/vp/eng/ and https://www.lexicool.com/text_analyzer.asp may be useful to analyze general features about the text. However, an analysis using patterns and unique language you notice while reading and highlighting can be very productive as well.
3. Complete a Textual Analysis Worksheet for the text. Be sure to give evidence for your answers.
4. Be sure to write a summary statement. Do not just present the data. Write comments that will help other groups understand what is interesting and unique in your data.

1. Listen to the audio recording of the game (or play the game again and record it). Transcribe the recording. What do you notice about its language? Write a report (use text / graphics / data) to explain topics such as its:
    a. Examples and types of new or specialist vocabulary
    b. Verb and sentence and overall text structure and patterns and style
    c. Use of English and Japanese
    d. Personal reactions and evaluation of the text and language
2. Tools like https://www.lextutor.ca/vp/eng/ and https://www.lexicool.com/text_analyzer.asp may be useful to analyze general features about the text. However, an analysis using patterns and unique language you notice while reading and highlighting can be very productive as well.
3. Be sure to write a summary statement. Do not just present the data. Write comments that will help other groups understand what is interesting and unique in your data.

Language - 4

Your gameplay: translating your Japanese and improving your English (this example is a transcription that can be further analyzed - *not complete: be sure to follow the instructions below carefully*)
1. It's likely that you used some (or a lot) of Japanese when you:
    a. taught the game
    b. made sure everyone understood the rules
    c. set up the game
    d. played the game
    e. discussed the game
2. That's ok. Teaching and playing games requires a lot of difficult language, even for native speakers of the language. That's one reason they have so much potential in language education. Each of those different tasks requires different types of language (e.g., explanatory language, analytical language, asking questions, joking, etc).
    Task:
3. Listen to your audio/video recording of everything (from explaining the game to discussing the game).
4. Transcribe everything you said, both Japanese and English, even little words like "eeto" or "hmmm" or "nandaro." (work together with your group - a Google Document is a good way to work collaboratively)

5. Rate your Japanese skills (as you like). Rate your English skills (as you like).
6. Make another document (copy and paste what you typed). Then:
   a. try to translate your Japanese utterances to English
   b. try to fix any mistakes you made in English.
7. You can use dictionaries, the Internet, and ask others and the teacher for help.
8. Write a short report explaining what you had trouble saying in English and the language you learned in this project.
9. **For extra credit**: Try to teach, set up, play and discuss the game again using the complete English transcript. It's ok to just read the script, or try it on your own without notes. Record it for extra data to use.

Society / culture - 2

Comparison of the game and real life (examples: a comparison of the Tokyo Kabukicho setting in the *Yakuza* game and in real life; critiques (1, 2, 3) of the real-world oversights and inaccuracies in the *Civilization* games). In an essay (feel free to include tables, images, charts, etc):
1. Describe the game in detail. Discuss elements such as components (pieces), story, actions in the game, rules, interaction between players. Take the game apart. Include as much detail as possible.
2. Connect the game to a real-world aspect (for example, the historical period of the game, the characters in the game, the way people actually live and interact outside of games). Select the aspect and describe it in as much detail as possible.
3. Compare and contrast the game and the real world. What does the game accurately represent and what mistakes or creative liberties are there? Why do you think the designer made these choices?
4. Make a personal comment about the game's representation of real life.

Society / culture - 3

Game history report (Mancala example - *not complete: be sure to follow the instructions below carefully*) (there are biography segments in this podcast)
1. Use the internet and other resources to write a short report (use text, images, graphs, maps, etc) to explain and comment on the origin and history of the game until the present day.
2. Be sure to write a summary statement. Do not just present the data. Write comments that will help other groups understand what is interesting and unique in your data.
   a. What is your analysis/comment/reaction/critique to the game's history?
   b. What do you think is interesting? Important? Strange? Meaningful? Related to other media or games?

Society / culture - 8

1. Choose 1 of the following 28 questions. Use the internet and other resources to answer the question.
2. Be sure to write a summary statement. Do not just present the data. Write comments that will help other groups understand what is interesting and unique in your data.

Production	Language
1. Technologies. What technologies are used to produce and distribute games? What difference do the technologies make to the product?	1. Meanings: How do games use different forms of language to convey ideas or meanings?

2. Professional practices: Who makes games? Who does what, and how do they work together?

3. The Industry: Who owns the companies that buy and sell games? How do these companies make a profit?

4. Connections between Media: How do companies sell the same products in different ways or media?

5. Regulation: Who controls the production and distribution of games? Are there laws about this, and how effective are the laws?

6. Circulation and Distribution: How do games reach the audience? How much control and choice do audiences have?

7. Access and Participation: Whose voices are heard in the games? Whose are excluded, and why?

2. Conventions: How do these uses of language become familiar and generally accepted?

3. Codes: How are the "grammatical rules" of games established? What happens when the rules are broken?

4. Genres: How do conventions and codes operate in different kinds of games, such as action or simulation games?

5. Choices: What are the effects of choosing certain forms of language, such as a particular camera shot?

6. Combinations: How is meaning conveyed through the combination or sequencing of images, sounds or words?

7. Technologies: How do technologies affect the meanings that can be created?

Representation

1. Realism: Is the game intended to be realistic? Why do some games seem more realistic than others?

2. Telling the Truth: How do games claim to tell the truth about the world? How do games try to seem authentic?

3. Presence and Absence: What is included and excluded from game worlds? Who speaks, and who is silenced?

4. Bias and Objectivity: Do games support particular views about the world? Do games put across moral or political values?

5. Stereotyping: How do games represent particular social groups? Are the representations accurate?

6. Interpretations: Why do audiences accept some game representations as true, or reject others as false?

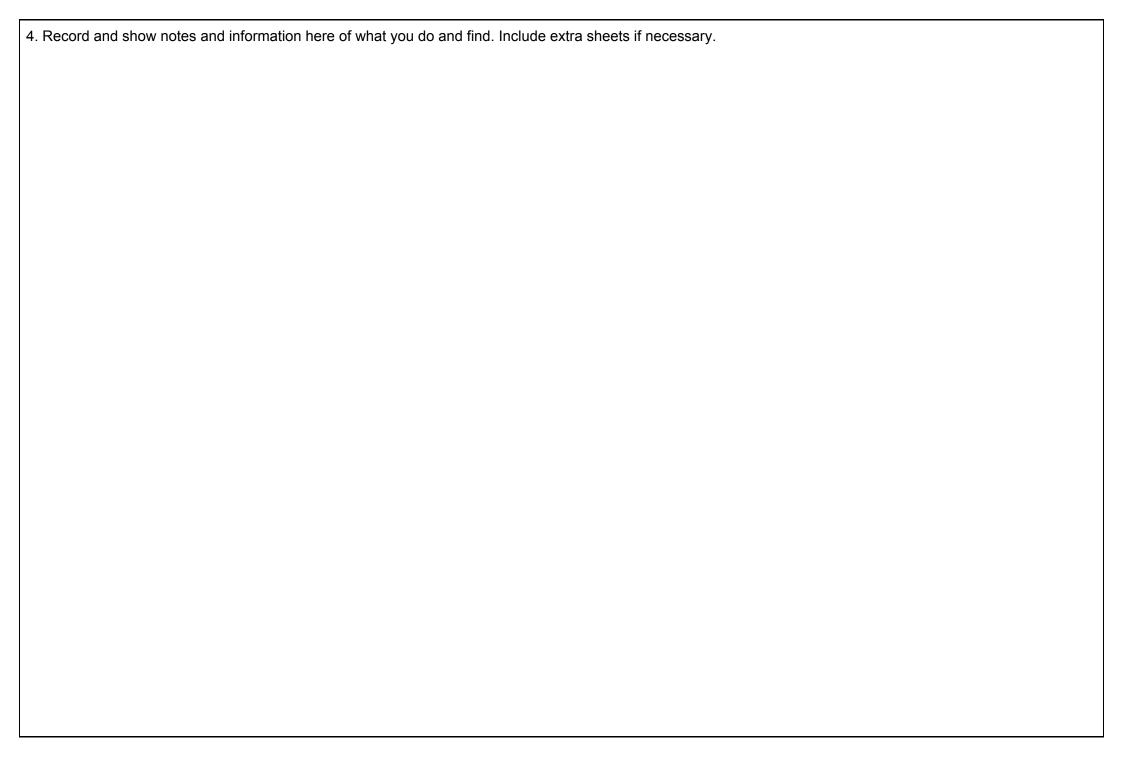7. Influences: Do game representations affect our views of particular social groups or issues?

Audience

1. Targeting: How are games aimed at particular audiences? How do games try to appeal to these audiences?

2. Address: How do the games speak to audiences? What assumptions do game producers and companies make about audiences?

3. Circulation: How do games reach audiences? How do audiences know what games are available?

4. Uses: How do audiences use games in their daily lives? What are audiences' habits and patterns of using games?

5. Making Sense: How do audiences interpret games? What meanings do they make?

6. Pleasures: What pleasures do audiences gain from games? What do they like or dislike?
7. Social Differences: What is the role of gender, social class, age and ethnic background in audience behavior?

Game Analysis Research Project_____   Names   Pen Colors

(game & project title)

1. What do you want to know? Write your question as clearly as possible.	3. What will you do to find out your answer? Describe your process in detail.
2. How did you become interested in this? And, what background / related information do you already know? References:	

4. Record and show notes and information here of what you do and find. Include extra sheets if necessary.

5. Summarize or highlight trends or the most important aspects of what you found.	6. Why is what you found important or interesting? What do you still want to know?

7. (How) does this research project connect to your participatory project or your future?