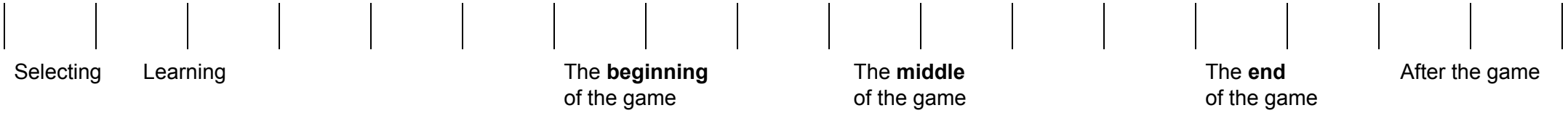


Discussion (“debriefing”) Worksheet for _____ (game name)

Names

Pen Colors

1. What happened? Add significant events or details to the game “timeline” in chronological order. Add lines and times/dates if necessary.



2. What thoughts or feelings did you / do you have?

3. What did you observe during the game?

4. What questions do you have?

5. How satisfied are you with the game? Why?

Name	Score (0-10) and reason

6. What do you think you learned?

About games	About language	About society	Other

7. What data did you / your group collect? (circle types, write details)

Photos	Video	Notes	Game data (scores, etc)	Other

8. Try to analyze the game (and language, and society/culture) more.

	What did you notice? Name and group interesting aspects.	Are there any elements that have (other) meanings? Can you infer anything?	What connections or comparisons can you make (to other games / media, to your life, to real life..)?	What ideas do you have? .. Can you link any causes and effects?	What are are you curious about? What do you want to know?
<p style="text-align: center;">The game</p>					
Some keywords to help you ... but you can discuss anything! → <i>components, art, story,</i> <i>experience, characters,</i> <i>strategy, play, actions...</i>					
<p style="text-align: center;">Language</p>					
Some keywords to help you ... but you can discuss anything! → <i>vocabulary, grammar, style,</i> <i>purpose, author, organization,</i> <i>audience, register, creativity,</i> <i>patterns...</i>					
<p style="text-align: center;">Society / culture</p>					
Some keywords to help you ... but you can discuss anything! → <i>community, players, history,</i> <i>ideology, production, industry,</i> <i>politics, representation,</i> <i>realism, technology,</i> <i>economics, psychology...</i>					

9.

What problems does the game or experience have?
How could the game or experience be improved or changed?

10.

Finish these questions with your own ideas.	
What if	?
What if	?
What if	?

11. Brainstorm ways to use the game / experience / related projects in society ("participation projects")

<i>Some keywords to help you ... but you can try anything!</i>			Personal uses	Public uses	Professional uses
<i>Identities</i>	<i>Verbs</i>	<i>Nouns</i>			
<i>Activist</i>	<i>Analyze</i>	<i>Art</i>			
<i>Communicator</i>	<i>Combine</i>	<i>Communication</i>			
<i>Entrepreneur</i>	<i>Connect</i>	<i>Community</i>			
<i>Explorer</i>	<i>Document</i>	<i>Company</i>			
<i>Fan</i>	<i>Evaluate</i>	<i>Event</i>			
<i>Intern</i>	<i>Help</i>	<i>Fundraising</i>			
<i>Journalist</i>	<i>Make / create</i>	<i>Game</i>			
<i>Linguist</i>	<i>Make money</i>	<i>Information</i>			
<i>Maker</i>	<i>Organize</i>	<i>Lesson</i>			
<i>Researcher</i>	<i>Raise awareness</i>	<i>Media / texts</i>			
<i>Teacher</i>	<i>Remix</i>	<i>Organization</i>			
<i>Thinker</i>	<i>Share</i>	<i>Other languages</i>			
	<i>Teach</i>	<i>Report</i>			
	<i>Transform</i>	<i>Review</i>			
	<i>Write</i>	<i>Society / the public</i>			

12. Any other thoughts or ideas?
