

DTC 392 – Project 1: Game Overview

In this first project, you will be providing an overview of the videogame you are analyzing. For this project, your task is one of description and identification. Essentially, you are answering the question: what is *this* videogame? Your goal is to distinguish it from other games.

Using the building blocks from Chapter 4 of Fernandez-Vara's *Intro to Game Analysis*, write the overview of the game you choose, focusing on describing it to a user who is unfamiliar with it. You can assume your readers have some experience with/knowledge of gaming culture, but anything too "niche" should be explained, even if only briefly.

Remember that the building blocks you discuss here will probably overlap with ideas that you will want to discuss in the context and formal elements analyses. We only want to describe here, not say what we think. So, make notes of those ideas that come to mind as you write and save them for later. (Or go ahead and quickly write it up if you feel the spirit moving you, but still save it for a later project.)

The recommended length for this project (in essay form) is 800-1200 words. Some may be longer; some may be shorter. The *main* thing is that they are complete, i.e., they provide a *thorough* account of the game that you will be analyzing.

But even this idea of "complete" is subjective. You will not be able to provide an exhaustive, definitive account of this game for this project. Rather, work to focus on providing enough background information on the game to compliment your future analysis. Think: what makes this game interesting to me? Why does it excite me? Why is it worthy of analysis? What would a reader need to know about it to understand what I'm wanting to say about it?

As this is our first step in this process, you might not know exactly *what* you will focus on about the game in your later projects. That's okay (and probably advisable at this point). Make note for yourself as you go down the list of "building blocks" which ones get you excited – does it seem like you might have a lot more to say about mechanics than story? Then this overview should probably take care to fully describe those mechanics and can give a brief rundown of the overall story.

Imagine an overview of *Super Mario Bros*, whose story can easily be summed up in a sentence. It wouldn't make sense for that "building block" to take up as much real estate on the page as its running/jumping mechanics, right? Focus on the pertinent elements, and those will vary from game to game *and* from analysis to analysis.

A note about multimodal projects – you are encouraged to create this project through whatever means you would like. (I think, anyway. Don't make me regret this.) Although the form will shift, the general "content" should remain the same. So while word counts might not make much sense in terms of a video essay, the idea of "completeness" does.

A note about "non" multimodal projects – feel free to add images and make it multimodal. Remember what they say about pictures and thousands of words – sometimes the best way to explain something is to show it!