

## Rubric for Game Analysis A

ART 380: Game Theory

Due October 24th

### Goals:

Document a game that you have played that was important to you.

No computer games. Commercial, copywritten games are less preferred.

### Grading:

20% typed document, tidy, spell-checked, includes your name, good grammar...

Turn it in in two ways: email a .doc or .docx to me, AND print it out and hand it in.

10% Quality of the description: sentences well-formed, I can understand what you're saying...

70% uses the standard analysis

10% Culture:

5% describe the time, place and social situation in which the game is or was played

5% describe the target audience of the game

20% Play:

10% describe the arrangement of players in the space

10% describe the emotions involved in play

20% Rules:

5% describe the equipment used in the game

5% give needed definitions

5% give goal-oriented rules – organized chronologically

5% give boundary rules – how cheap wins are forbidden

20% Critique:

5% Rules: describe holes in the boundary rules, if any

5% Play: give 2 hints for effective play (tactical advice)

5% Play: description of how the game is meaningful

5% Culture: impact of game on target audience, and other audiences

10% Complexity bonus – for full credit, present a complex game clearly

October 23 2008

