

Rubric for Game Analysis A

ART 380: Game Theory

Due Oct 19

Goals:

Find and document a game that is not common in America.

Interview someone old, or from far away. Ask them about a game that they played, that they do not see played lately, around here. Document that game. Hint: your Grandmother.

Grading:

- 20% typed document, tidy, spell-checked, includes your name, good grammar...
- 10% quality of the description
- 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

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