

Rubric for Game Analysis B

ART 380: Game Theory
Due November 23rd

Goals:

Document either the game that your group made in class, or a drinking game.

For the in-class game: give us a paragraph about early development, a second paragraph about early testing results, and a third about the second round of testing. You may alter and re-play-test your group's game.

Remember that the goal of this paper is not the game itself, but the description of the game-- I am unable to playtest the game, but I can evaluate your description.

For the drinking game: the game may not be one of the three or four standards: Beer Pong, Quarters, or any version of "Homer Said D'oh!". If in doubt, check with me.

In regards to underage drinking: I do expect you to obey the law.

Document your sources: if you did not invent it yourself, tell who did.

Grading:

20% typed document, tidy, spell-checked, includes your name, good grammar, other elements of a formal college paper.

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

10% Critique: statements about the game as a work. Boring? Too slow? Too difficult?

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