

Game Design & Development I

CGR 125

Professor Ryan Morrison

Game Analysis 1 (Current Gen Knowledge)

Purpose

- Ensure that all students are familiar with at least one recent title from a “current” or “next” gen or Gen 4 game system
- Gain experience with assessing the amount of information that the consumer public assumes about a title before giving it a chance
- Compare preconceived notions with post game play impressions

Instructions

1. Choose a new video game title (released over the last 3 months) that you have heard about (good or bad) but **HAVE NEVER PLAYED**.
2. Purchase/Rent/Borrow the title from whichever outlet is available to you. This title must be for a Gen 4 console (X360, PS3 or Wii).
 - a. If you do not have home access, playing this title anywhere would be acceptable, including here in the 209 Lab, see Donna Kerns for availability
3. Before you start the game, write down some notes on your thoughts (preconceived notions) about the game prior to playing, you may ask yourself if this seems to be a good or bad game based on research, readings, opinions, reviews etc.
4. Next give the game a fair chance by playing the title at least five (5) to six (6) hours, preferably more if possible. It is recommended that you avoid RPG’s or lengthy Adventure games for this assignment. If you do choose a lengthy title, I recommend that you play at least seven (7) to eight (8) hours engrossed in the title.
5. Synthesize your pre and post game play findings by way of an Analysis paper, please include at the bare minimum the following topics:
 - a. What your initial thoughts on the title were. Which methods, if any, did you use to devise your opinions on the game? (reviews, friends, websites, trailers, etc.)
 - b. Why did you choose that particular title?
 - c. Was the game enjoyable? If so, what made it enjoyable? If not, Why not?
 - d. If you had the ability to do so what about the game would you change? (nothing is not an option)
 - e. Would you find the experience you had worth the retail price? Or would it be better to get through other means? -renting, borrowing etc.
 - f. Did playing the game change your opinion about the title? If so, why?
 - g. Would you recommend the game to others? Why or why not?

****see Analysis requirements for particulars on writing the paper***