Comparative History of Ideas 498F – Poetics of Play in Digital Roleplaying Games
Assignment: Individual Project

Introduction
As discussed in class the point of this exercise is to get you to push your thinking, not to promote safe strategizing about goals set by theory or your sense of what I want to hear as instructor. This self-designed project is an opportunity to follow up on an idea that was left out or undeveloped in our discussions and readings, as well as a change to flex your creative muscles in terms of scholarship. Although there is no single idea this project is designed to address, the horizon of possible project goals is critical insight into game experience with at least one game, where the “critical” means whatever you do demonstrates concrete engagement with something from our readings (a concept, argument, theory, etc.). At the end of the day your ultimate goal is to create something you think has significance for scholars of digital RPGs interested in gaining new insight into the game(s) or discourse(s) you focus on.

Description
Since the topic, focus and form are open on this assignment there is no way to precisely describe what this should look like. However, you have a series of examples to draw from and appropriate in session #10 power point, as well as a proposal thread on the forums. Please consult these resources as a starting point. [see Power Point #10, forums]

Constraints
The following 3 constraints apply to all proposed projects:

1. Projects must contain written component roughly 5-7+ pages, double-spaced.
2. Written component must draw on course content in a concrete way: citing critical readings for context, concepts, argument, etc.
3. Projects must deal with at least one game from our course (QFG, U7, FF7, Morrowind) in some way.

Evaluation
These projects will be evaluated on the rigor of engagement with the critical material drawn on in the written comment, the quality of the prose and purposefulness and effectiveness of your project to express your insight. Please proofread all text and work hard to eliminate grammar errors, misspellings, etc.

Due: June 10th - via email (June 13th absolute latest)