

40 % Final Project (Create a Game option):

Game Option: Create an interactive game (using either Twine or Google Classroom Tech) in which the main protagonist comes of age.

Players must be able to complete the game in no more than 25 mins and no less than 15.

Instructions for the game should be posted at the beginning or built in a “learn as you go” model.

The game narrative can be modeled after one of our course texts or be a creation of your own. The game explanation (written artifact) must engage one or more of our course texts and contain corresponding scholarship to support your theme and analysis.

Your written artifact must be in the form of a 5 page paper in MLA format with the proper citations and contain one of the following:

A) If you are choosing a course text: a unique intervention/contribution to analyses of the text that your game parallels along with supporting evidence from the narrative and scholarly sources.

OR

B) If you are choosing to create your own narrative: a written argumentative piece establishing your narrative as a bildungsroman, using course materials (both narrative and scholarly) to support your argument. If you choose this option, you must include a brief overview of your game narrative (this can be a simple outline).

Your project should include:

- **A Developed Narrative (20%).** The story told across whatever media and interactive components you use should have a beginning, middle and end—even if players do not encounter story components as a whole or in a specified order and thus must piece together the logic for themselves. It can be open to several interpretations but must make use of some concrete details.
- **Strong Characters and Environments (10%).** Remember to have a clear sense of your character’s needs and desires as they drive the narrative, and create tension between characters and the world they inhabit.
- **Your Personal Voice (10%).** With attention to the lessons learned from our discussions, focus on sharing your unique perspective through your use of language and development of the story. This does not mean that the central character needs to reflect or have anything in common with you—but it does mean you need to pay attention to style.
- **Reader/Player Agency (10%).** The reader or player should be able to guide their exploration of the narrative in some meaningful way: this can span from navigating the different layers of a hypertext, making decisions for certain characters, or outright occupying the role of a character within the narrative. Make sure the choices feel meaningful.
- **Intentional Use of Non-textual Media (10%).** Keeping in mind the games you have played throughout the semester, incorporate graphics, audio, and other elements when appropriate. Consider how these elements reflect or create tension with the primary text or your written narrative. If you are using Twine, you can include substantial interactivity as your media element.

- **Thoughtful Use of Tools and Interfaces (10%).** Choose your platform to suit the needs of your story and your own style.
- **Written Artifact (30%).** See the above for these parameters.
- **No Broad Stereotypes or Clichés.** Writing characters that are distant from your own identity can be challenging: avoid relying on stereotypes of race, gender, sexuality, or faith and try to honestly inhabit the characters' perspectives.

Grading Scale

A+	97-100%
A	94-96%
A-	90-93%
B+	86-89%
B	83-85%
B-	80-82%
C	70-79%
F	69 or below