

STS 145. History of Computer Game Design. Case History Grade Sheet.

NAME:

TOPIC:

**Identifies topic. 10 points.** Clearly introduces the game, people and companies involved in the case history. Does this within flow of narrative, not with separate sidebars, "credit boxes" or bulleted lists. Includes enough historical and contextual information to "set the stage" for the case history.

**Historical account of the topic. 50 points.**

- Focus. (10 points).** Stays on topic and does not lose the topic on tangential issues. Avoids simply writing a review of the game.
- Narrative. (30 points).** Facts are accurate. Narrative flows in a logical and readable fashion. A good story.
- Sources. (10 points).** Sources are appropriate, inform the narrative, and are correctly cited. Makes use of class discussions and readings where relevant. Bibliography is on topic and citations are clearly presented.

**Analysis. 30 points.** Specifies technological, cultural, or business factors that were significant in the case history. Explains how these factors influenced game design, the success of game design, the reception of game design, etc., depending on the focus of the case history. Explains why the case history is interesting or important in the context of issues we discussed or read about in the course, or new issues raised by the case history itself.

**Frosting on the Cake. 10 points.** Did the case history include interviews as a source, and were they used well? Did the case history include visual elements (screenshots, photographs, images) that added to the story? Was the case history stand out as being creative or well-written? Did the author make thoughtful references to lectures, readings, or class discussions?

**COMMENTS:**

Henry Lowood, 10 March 2002