

CDM 228: Lab 2

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This assignment is due Sunday, 9/22, by noon, submitted through dropbox folder called Lab2 on D2L

Answer all of the following four questions.

Note 1: In answering and thinking about these questions, you should mainly use my “Overview of Useful Distinctions and Concepts in Starting to Analyze and Extract Values in Video Games” document. You may also find it useful to keep the other readings (Plato and Rachels) in mind.

Note 2: For the questions of this Lab, you will need to first *select a computer game* (of your choice). This can be anything you wish, e.g., your favorite game, the game you played most as a kid, a game you found online or by following one of the links recommended, etc. It is expected that you have *played* the game enough to be able to speak competently and intelligently about it.

1. Isolate at least 5 values in your chosen game. For each of the isolated values, provide a brief (\sim 2-3 sentence) justification that explains *how* it endorses this value. Also mention which of the categories (from “Overview” document) such a value falls under. If you do not think it falls under any of those, explain.

Value 1:

Value 2:

Value 3:

Value 4:

Value 5:

2. How does the *reward-punishment system* of your game enforce certain values? Pick a value—either one of the five mentioned above, or a new one—and discuss (in ~ 2-3 paragraphs) how this is reinforced through the particular reward-punishment system of the game.

Note: Very few games have *no* reward-punishment system (since nearly all games are goal-oriented and have built in a sense of “accomplishment,” winning-losing, etc.), but if you believe your game to be one of those few without a reward-punishment system, discuss instead how a different category (such as the *narrative*

component) enforces the chosen value.

3. Read about, and play, one of the games found at

<https://www.valuesatplay.org/play-games> or <http://www.gamesforchange.org/games/> . In ~ 3 paragraphs, discuss how effective you think the game is at conveying the values they claim to be endorsing. In doing so, isolate at least one aspect of the game that you think could be improved upon in this respect, making

a suggestion for how it could be changed to more effectively transmit its value(s).

4. Answer the question (**Question for you**) on page 11 of the “Notes on Values” document. Pick one of the examples you give and present a brief argument that, despite exhibiting “bad” (or “good”) values, the effect of the game is opposite (i.e., instills “good” (or “bad”) values).

