Writing Assignment: Teaching a Complex Game

This assignment is about understanding and explaining complex rule systems. In your group of four, you will teach another group to play your chosen game, using the following steps. Note that all steps should be done collaboratively – don’t assign subsets of your group to do different parts of the work.

1. In class Monday August 24: Form your group and pick your game from the ones I bring to class. Schedule time(s) for your group to meet and work on the assignment outside of class. Take your game with you, and treat it kindly.

2. Bring to class Tuesday September 1: A player aid for your game. This is a one or two page document that helps other folks learn and play the game more easily. It should be easy to read, visually engaging (color would help), and technically correct. You most likely won’t reproduce all the rules of the game in your player aid – how much to say and how you organize your explanation are design choices your group will have to think about. Note that you will have to understand how to play the game yourself first. I recommend playing at least some of the game in your group as a way of understanding it. I’m also available for help if you have questions.

   Bring four printed copies of the player aid to class, and also submit a copy of your player aid on WISE sometime on September 1.

3. In class Tuesday September 1: Explain your game to another group. Use your player aid and the actual game. Your explanation should allow the other group to play the game all the way through, ideally without needing to reference the rules themselves. Note that all members of your group should participate in this explanation too.

   You will also get another game explained to you by another group. Make sure you learn this game well – you will be playing it with your group and writing about it in the next writing assignment.