Games: Design, Strategy, Philosophy, and Society
Writing Assignment: Games in Society Essay

In 600-800 words, write an essay discussing a specific example of an influence games have had on society. This could be one way that games make people and/or society better, or a way that games have had a negative impact on society, or a game that has formed a distinctive gaming subculture.

Make claim(s) about the ways your example has influenced society, and support your arguments with the opinions of the authors we’ve read, rather than your own. In particular, include one to three quotes from sources we’ve read in this class, and clearly indicate how the quotes support your arguments. Possibilities include the articles by Leigh Alexander, Brendan Caldwell, Dave Hickey, Sarah Lynne Bowman, Liz Losh, or Ian Shanahan, or the books by Bernard Suits, Bernard DeKoven, A. Alvarez, or Jane McGonigal, or the videos by Anita Sarkeesian, The Surrounding Game, or Brenda Romero.

Submit a copy of your essay on WISE on or before Monday November 9.