**Media Studies 360**
Intended for 40 undergraduate students
Spring 2025 at the University of Victoria
[lək̓ʷəŋən](https://www.songheesnation.ca/community/l-k-ng-n-traditional-territory) and [WSÁNEĆ](https://wsanec.com/) territories
M and Th, 1 - 2:20pm | 1.5 units | prereq: AWR
Taught by [Jentery Sayers](https://jntry.work/) (he / him) | jentery@uvic.ca
Office hours: M and Th, 12-1pm, in CLE D331

**YOUR NAME:**

# Worksheet 2

Worksheet 2 covers course material from January 27th (“RPGs”) through February 13th (“Sims”). Your response is due via Brightspace by Monday, February 24th, at 1pm.

The worksheet is *open-book*, meaning you are allowed to use the course website, the class notebook, your own notes, recordings of class sessions, the library, and the internet to address the prompts.

*Please cite your source material.*

## Format

This open-book worksheet contains *three* prompts, and I will mark it holistically rather than giving each response a separate mark.

Some prompts ask you to create media. Please attach your audio, image, or video files to your response in Brightspace. Do *not* use YouTube, SoundCloud, Vimeo, Google Drive, or any other non-Brightspace platform to submit files.

If you play a game with someone else or observe them playing (outside of Twitch, YouTube, or a similar public streaming or publishing platform), then please first acquire their written or recorded permission and include it as part of your submission.

## The Three Prompts

**Prompt 1**. Select a game of your choice, play it for a bit, and use whichever media you prefer to document an interesting moment in the play session. Then use a spreadsheet or table to create a list of assets featured in that documentation. Your asset list should contain 1) at least 15 assets, 2) a name for each asset, and 3) a brief description of each asset’s function in the game. Once you’ve made your asset list, use no more than 400 words, including terminology from the class notebook, to explain how the assets work together to 1) create a world or experience, 2) establish the game’s affordances (what can be done), and 3) communicate the game’s parameters (what should be done). Don’t forget to embed or attach your asset list and documentation so I can access them.

Game assets include sound effects, visual effects, animations, music, voice tracks, buttons, icons, backgrounds, tiles, sprites, flavour text, character art, pixel art, illustrations, interface components, weapons, vehicles, dice, tokens, counters, coins, meeples, standees, figurines, and cards. I recommend perusing [board game assets](https://itch.io/game-assets/free/tag-board-game) and [general game assets](https://itch.io/tags/assets) on itch.io if you’re new to asset lists and need examples.

**YOUR RESPONSE:**

**Prompt 2**. Return to the game you played for Prompt 1, play it some more, and use whatever approach you prefer to document a particular feeling or visceral experience the game routinely prompts from you. Then use no more than 400 words, including terminology from the class notebook, to explain 1) that feeling or visceral experience, 2) how the game prompts you to rehearse it, 3) the game’s overall mood or vibe, 4) how that mood or vibe corresponds with the game’s mechanics, and 5) how the game’s approach to feeling and experience shapes your desire to play it again. Don’t forget to embed or attach your documentation.

**YOUR RESPONSE:**

**Prompt 3**. Return to that game one more time and use no more than 400 words, including terminology from the class notebook, to explain the role of “solutions” in it. Echoing [Adam Millard](https://www.youtube.com/watch?v=BPD9yaEr7Z8), would you say it’s more of a puzzle game or problem game? Perhaps it isn’t interested in being either, or it wants to be both. Feel free to adopt capacious definitions of “puzzle” and “problem” here, but please address the following in your explanation: 1) the degree to which the game invites you to create or find “solutions,” 2) the role you (as a player or player character) perform in that process, 3) an experience or situation the game simulates as part of that process, and 4) what you learned about the game and its assets (see Prompt 1), experience design (see Prompt 2), and approach to puzzles and problems from this exercise. Feel free to embed or attach any documentation to demonstrate or support the points you wish to make.

Content warning for Millard’s video: at 11:37, he includes footage of an animated NPC who hangs herself. The scene lasts about three seconds and concludes by 11:41. It is not graphic or gruesome, but its inclusion is insensitive and could be triggering.

**YOUR RESPONSE:**

## References

**ADD YOUR REFERENCES HERE. VERY IMPORTANT. YOUR REFERENCES.**