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## **D4 Part IIB: Gaming Night Group Visit & Reflection (Ind. Assignment)**

(80 pts; Draft Due **D9**; Final **D12**)

One good way to get a taste of what is going on in the larger community is to **meet and** greet your fellow **gaming nerds**! One great way to do this is to attend a **Gaming Club / Group**, and there are actually quite a few in the local area. Here are a few links to some of the closer ones that meet regularly:

- **Gamelandworld** in SF and Payson are a good place; they focus mostly on **Magic: The Gathering:** 
  - $\circ$  Ziah is the POC there, reachable at 310-975-4597; happy to host a group & give out **free decks!**
- Dragon's Keep in Provo (260 N University Ave Provo, Utah) has weekly events:
  - o Sat: Star Wars RPG meets every Saturday, from 5-9 PM
  - Wed: D&D meets every Wednesday from 6:45 9:50 PM
- The **Provo Library** hosts a weekly **Game Night** in their **Teen Corner** of the library
  - o **Friday** nights, from **5-9 PM**, you can come & find others playing all sorts of board / card games!
- And many others!

For your assignment, I'd like you to go and attend the club. Observe and interact with the other attendees, and overall just try to do your best to have a good time! Afterwards, I'd like you to write up a **reflection about the experience.** Consider the following questions as you attend and reflect on this event. After you attend the event, type down your thoughts (+3 ¶ typed), while answering the following questions:

- Describe the **group / event** that you attended, and tell us a bit about the people you met, the games being played, etc.
- Which thing(s) were most interesting to you as you engaged others at the event?
- What **value** did the experience have for you as a player, or might it have for people beginning gamers and veterans alike?
- What **benefits** did this experience add to your **knowledge as a budding game designer**?

Use the <b>remaining space</b> below to write down your event notes, etc. <b>Reminder</b> : these are <b>just notes</b> ; the actual reflection writing assignment will need to be typed up and turned in <b>separately</b> :						

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## **Gaming Group Visit Reflection Rubric**

Criteria	Accomplished 20-16 pts	Satisfactory 15-11 pts	Developing 10-6 pts	Beginning 5-0 pts	
Context & Accuracy	Contains fresh, original ideas. Solid content is backed up with examples, illustrations and a variety of support for ideas. The product correctly answers all required questions about the topic.	Good ideas and content backed up with generalized examples. Accurate wording is apparent. Support for ideas is all of the same type. The product accurately answers most of the questions about the topic.	Stale ideas. Worn-out. Content is not well supported. The writer is beginning to define the topic, but development is still basic or general. The product correctly answers several of the questions about the topic.	No real ideas. Content is murky or unsupported. No awareness of audience is apparent. As yet, it has no clear purpose or central theme. Hardly answers correctly any of the questions about the topic.	
Con	Comments:	·			Score:
Structure	All information is well- organized, neat and easy to follow. Illustrations used are well done, powerfully reinforcing the message	Information is easy to follow with perhaps some minor flaws. Illustrations used are adequate, and reinforce the message	Information is starting to make sense, but still a bit difficult to follow, and a bit messy. Illustrations used are adequate, but lack originality, and weakly support the message	Information is poorganized and difficulty / understand. Illustrused are poor, rehashing from other sources; really support the months.	t to read ations ed ideas don't
Sŧ	Comments:		•		Score:
e Strength	The message to the viewers is clear, strong, & persuasive; viewer easily understands the message. Answers all of the required questions	The message is clear. Uses several different persuasive techniques to good effect; answers most of the required questions	The message is somewhat clear, but not very powerful or strong. Answers several of the required questions	The message is uncl weak, and the vie struggles to understa point. Doesn't answ required questio	wer and the er the
Message	Comments:				Score:
Creativity	Student has taken the assignment and completed it in a way that is totally his/her own, yet this doesn't detract from the information presented.	Student has taken the assignment and has used source material as a starting place. The student's personality comes through in some parts of the presentation.	Student has copied some info straight from the source material. There is little evidence of creativity, but the student has done the assignment.	Student has not made much attempt to meet the requirements of the assignment.	
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Add'l C	omments:			Total Score:	80