

D5 Part IIA Guided Tour Interview Reflection

(Draft: D9; Final: D12 50 pts)

“Listen with curiosity... The greatest problem with communication is we don’t listen to understand. We listen to reply. When we listen with curiosity, we don’t listen with the intent to reply. We listen for what’s behind the words.”

— Roy T. Bennett

One of the **best ways** to learn about a job / career is to **talk with the people that know it best**. For this assignment, your **group** was required to **interview** a **person** who is somehow **directly involved** in the game design process. After your interview, **reflect** on the experience. Write your thoughts (+3 ¶ typed), while answering the following questions:

- Share who the person was that your group interviewed (name, age, occupation, etc.).
- What **part of the process** connects the person your interviewing to the creation / production / selling of games? Share some of the **stories** they told!
- What **new things** did you learn as a **result** of the **interview**? How was it a **valuable** experience?
- What **benefits** did talking with this person add to your **experience as a budding game designer**?

Criteria	Accomplished 16-20%	Satisfactory 11-15%	Developing 6-10%	Beginning 0-5%	Score
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.	
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 poorly organized and difficult to read / understand. Illustrations used are poor, rehearsed ideas from other sources; don't really support the message	
Message 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 unclear or weak, and the viewer struggles to understand the point. Doesn't answer the required questions	
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.	
Conventions	The writer demonstrates a strong grasp of conventions by using punctuation, capitalization, grammar, usage and paragraphing in a way that enhances the message of the paper. There are no spelling or punctuation errors.	The writer demonstrates a good grasp of standard writing conventions: spelling, punctuation, capitalization, grammar, usage, paragraphing. Writer uses conventions effectively to enhance readability. Less than three spelling or punctuation errors present.	Writer shows a reasonable control over a limited range of standard writing conventions. Conventions are sometimes handled well and enhance readability; at other times, errors are distracting and impair readability. Three to six spelling or punctuation errors present.	Errors in spelling, punctuation, capitalization, usage, and grammar and/or paragraphing repeatedly distract the reader and make the text difficult to read. Multiple spelling or punctuation errors present.	