**Game Logs**

**ENG 2770**

**Professor Piero**

**Points: 25 points each**

As I mentioned in class, you'll be keeping two "Game Logs" to keep notes about what interesting things you observe as you play through games this term. The first Game Log can be your notes on any single game you’re playing. The second game log should be on the video game you plan to write about for your final paper. This should be either a specific Word document or physical journal/notebook dedicated to taking notes while you play. This Game Log (sometimes called a play log) will help you make connections between parts of the game-text, notice repetition, and stay organized, so when you begin writing your essay, you'll be able to refer back to your notes and include specific moments from the game as support for your argumentative claim. This will also help you make connections between the readings and discussions we’ve been doing and the games we’re playing, bolstering our ability to recognize the rhetorics at play in video games.

Things to include in your Game Log:

* Date you're playing
* Area of the map / virtual world you're playing in
* Quest you're working on
* Description of anything you observe that's of interest to you: narratives, interactions with other players, images, mechanics, glitches, advertising, in-game conversation, and so on. Assume that nothing is insignificant.

*I will be collecting this game log every few weeks, and I'd like to see play activity and notes each week.*You can't write about a novel that you haven't read, and you can't write about a game you haven't played.