

# Paper #3

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- Examine the *procedural rhetoric* or *narrative structure* of a game
- Use any games or playable systems — but at least one involving a computer
- As with prior paper, at least one game publication reference (conference paper, journal article, book, web publication on games) discussing issue, or several not

# Paper #3

- Model: Thursday's Bogost readings
- Unpack the procedural rhetoric or narrative structure of a game (e.g., *Monopoly*, *Darfur is Dying*)
- Compare with that of another game (e.g., *Disaffected!*, *E.T.*)
- Come to a conclusion

# Narrative structure?

- This week's readings are about procedural rhetoric
- Next week we'll look at some examples of narrative structure
- Just as procedural rhetoric looks at game rules/fiction in relation to our political/social world, narrative structure looks at rules/fiction in relation to story, character, language

# Paper #3

- 2K words again (at end of paper again)
- Procedural rhetoric or narrative structure
- Unpack for one game, compare w/ another
- Game publication citation (as last paper)
- Come to a conclusion
- Extra week of writing/research time