The Essay

The TDT71 course will be evaluated based on an essay you will submit.

Here are some details:

- **Maximum length: 2000 words**. In addition, you can have references, figures, and tables (they do not count).
- **Language: Norwegian or English**
- **Deadline: November 30th, 2022** (end of the day).
- **Submission: Send by email to alfw@idi.ntnu.no**
- Content: Write an essay about a video game of choice (can be any game), where you will discuss this game in the context of the articles in the syllabus. In this discussion, you must relate the game with at least two articles from 1) Games, history, and players, at least two articles from 2) Engagement and Motivation, and at least two articles from 3) Game Development. You can also refer to literature beyond the syllabus if necessary and/or appropriate.
- Examples of how the literature can be used in the discussion include:
  - Describe the game in the context of the history of computer games.
  - If the game is an MMORPG, discuss how the game aligns with the findings and descriptions in the MMORPG paper.
  - If the game has pervasive elements, describe how this fits with the pervasive paper.
  - Describe how the game addresses or supports various player types.
  - Describe what elements of Malone's model are used in the game.
  - Evaluate the game aligns with gameflow.
  - Discuss how points and audio is used in the game.
  - If the game is an exergame, discuss similarities and differences with the ExerMon prototype and results.
  - Describe the game in the context of scripting vs. emergence.
  - Describe how the game relates to requirements and architecture (here, you are likely to make some assumptions).
  - If the game is a learning game or contains learning aspects, describe how this game relates to LEAGUE.
  - As the maximum length is 2000 words, you cannot go into too much details when you relate your game to various papers. E.g., you cannot describe how you game relates to every criterion in the gameflow framework, but you can describe how the game relates to the eight elements of gameflow.