Essay Guidelines for TDT71

Your evaluation in the TDT71 course will be based on an essay you will submit. Below are the key details:

- **Maximum length:** 2000 words (excluding references, figures, and tables).
- **Language:** Norwegian or English
- **Deadline:** November 29, 2024 (end of the day).
- **Submission: Send via email to alfw@idi.ntnu.no**
- **Content:** Choose a video game and analyze it using at least six articles from the syllabus. Rather than summarizing the articles, focus on how they connect to your chosen game. You may also reference literature beyond the syllabus, but it is not required.
- **Purpose:** The aim is to demonstrate a deep understanding of the syllabus by critically analyzing the game through the lens of the selected articles. This is not about showcasing an ideal game but about applying the course material to your analysis.
- **Structure:** Organize the essay around the articles you're using. Highlight specific aspects of each article relevant to your analysis, such as "the fantasy in this game is based on...". Use references like [] in the text.

Template for Essay Structure:

- Introduction
- Game Description
- Analysis:
    - Article 1: [Topic from article] and how it applies to the game.
    - Article 2: [Topic from article] and how it applies to the game.
    - Repeat for at least six articles.
- Conclusion
- References

Examples of How to Use Literature:

- Discuss the game in relation to the history of video games.
- If it's an MMORPG, analyze it through the MMORPG article.
- Analyze how it supports various player types.
- Discuss how it incorporates elements from Malone's model.
- Evaluate its alignment with gameflow.
- Analyze the use of points and audio in the game.
- If it's an exergame, compare it to the ExerMon prototype.
- Explore the game in terms of scripting vs. emergence.
- If it's a learning game, relate it to LEAGUE.