**![C:\Documents and Settings\melanie.wiscount\Local Settings\Temporary Internet Files\Content.IE5\CA1EMNKL\MC900048365[1].wmf]() Extended Constructed Response Prompt & Rubric Successful Game Elements**

**Name: Pd:**

**Read**: “Playing The Game: The Future of Animation and Game Design by Andy West who is a Andy West is a freelance writer for Virginia College. Virginia College offers a professional Animation and Game Design program. The article discusses **what knowledge and skills it takes to** create profitable and popular video games.

**Prompt**: Even though we know it “takes a village of skills” to be a successful video game designer, **which video game skill in the article do you believe is the most important in creating a successful game that sells and keeps and gamer engaged?**

**DO NOT WRITE IN FIRST PERSON!** Pretend you are a Washington Post reporter given this assignment.

**EBWR Four-Paragraph Outline:**

* **First Paragraph - Identify** (Costa’s Level 1) the many different skills and knowledge that a video game designer should possess to be successful in this field. End the introductory paragraph with your claim/thesis statement by proposing which ONE skill is the most important given what you know, read, and experienced up to this point in the course as well as your personal life. Stick to only **ONE element in your thesis statement**.
* **Second Paragraph – Explain Why** (Costa’s Level 2) this one SKILL in your claim/thesis statement is important. You may include specific game titles and describe or illustrate the one skill you have chosen to be the most important in your thesis statement.
* **Third Paragraph - Support** (Costa’s Level 3) with evidence from the article why your chosen video game designer skill IS the most important in creating a successful game. **You must use the article assigned** **to support your claim/thesis statement**, but you may also use other articles you find to support your claim.

Remember, you write to include the assigned and other articles in this way:

Author *first name last name* states in the article “*title*” OR

In the article “*title*”, author *first name last name* states

* **Fourth paragraph - Summarize** (Costa’s Level 1) by **drawing a conclusion** (Costa’s Level 3) how your chosen most important video game designer skill, if developed to its fullest, may change the way video game designers create and design games in the next five, ten or twenty years from now for game players. Remember to include a WOW statement!

**Total points: 40**

**Tips to remember in writing:**

* Review rubric so you know how you are graded:
	+ Claim/Thesis – should be precise and takes an identifiable position
	+ Development – identify (paragraph 1), explain why (paragraph 2), support (paragraph 3) and summary with WOW statement (paragraph 4) read with logical and sequential reasoning of topic
	+ Content – used proper terminology, true facts and real world artificial intelligence applications
	+ Cohesion – transitions and train of thought between paragraphs were sensible and smooth
	+ Conventions – proper English capitalization, punctuation, spelling and grammar
	+ Vocabulary – Remember to use vocabulary from the lessons’ Word Walls