



Extended Constructed Response Prompt & Rubric Successful Game Elements

Name: _____

Pd: _____

Read: “Emotion, manipulation and the future of game design: A new book looks at how games make us feel by Colin Campbell, published March 30, 2016 on Polygon.

The article discusses how **games influence the way we feel during game play and affect our emotions.**

Prompt: Think of an emotional experience(s) of yours playing a video game(s) you enjoy and review the emotions you felt during gameplay. Also think about the power video games hold to create empathetic connection for players to people, issues, or themes outside the game. Video game designers create cut scenes, dialog, story line, and characters which offer the right ingredients to create opportunities for companionship and empathic connection. ***If video games can be this powerful, is this power video games hold to affect our emotions and create empathy a negative threat to increase violence between people or is it more a positive opportunity to create better citizens and inspire people to solve society problems?***

EBWR Four-Paragraph Outline:

- **First Paragraph - Introduce** (Costa’s Level 1) your knowledge and experience of your emotional connections while playing video games and then make a thesis statement answering the prompt above. Stick to only ONE side (negative threat or positive opportunity) in your thesis statement.
- **Second Paragraph – Discuss/Verbally Demonstrate** (Costa’s Level 2) Provide and describe specific cut scenes, dialog, storylines, and/or characters which led to affecting and influencing your emotions during gameplay and what playing games provide your emotions.
- **Third Paragraph - Support** (Costa’s Level 3) with evidence from the article to support your answer. You may also use other sources. Remember to copy and paste other online resources you use at the end of the paper.
- **Fourth paragraph - Summarize** (Costa’s Level 1) by **drawing a conclusion** (Costa’s Level 3) how your chosen stance (threat or opportunity) may create future impact. For example, how could we influence more peace and acceptance in our society. How can we solve global water issues? Think of societal or world problem which the solution is passionate for you to see in your lifetime. 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 – introduction (paragraph 1), discussion/demonstration (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