

GDD 325 Effects Paper

Due: November 30, 2015, 8:00 AM

All items and details (dates, typo fixes...) subject to change – always check with instructors, and watch the deadlines for dropboxes in D2L (Learn@UW-Stout)

Overview

Write a one page essay on the (positive or negative) changes in society and computing that (video) games have made. *This is likely one of several essays you will be required to write. It is strongly encouraged you work on this and turn it in BEFORE the deadline.*

The Short of It

Using at about 400 to 500 words, write a single spaced short paper. In this paper clearly identify and explain how video games have had an effect in the U.S. and internationally (i.e. caused changes in society and computing). Be clear in what the effect is. Illustrate why and how it is a positive (or negative) effect (cite examples/evidence). You may take the approach of this being a persuasive or informative style of paper. Other appropriate styles may also be used.

Conclude the document with a brief speculation of what the positive effect may lead to, or how other actions could magnify or expand upon the effect.

Length: circa 500 words (about 1 full page, 3 to 5 paragraphs, in a standard format and font)
Max length: 2 pages

NOTE: What you write is more important than how many words or how many pages.
Focus on what you want to say.

Include the document title and your name in the heading of the document.

Grading

Grades will be based on how well you present and discuss an effect gaming has had on society and computing. Spelling, grammar, and formatting will also be evaluated. Images, charts, and figures are optional.

Turn-In Directions

Correctly submitting your work is worth 0 points
but if not done correctly will likely result in nothing to grade.

Material Files to Submit

Before the due date, turn in:
Essay document (docx or pdf or both)