

[Individual] Impact of Games Presentation

On your own, prepare a brief (10-15 minute) presentation discussing the issue you selected from the list. Try to address some or all the following points:

- What is the issue?
- If the issue is polarizing, present both sides, but do not advocate for either of them.
- How is the issue manifest in games?
- How have games perpetuated or addressed the issue?
- How has society handled the issue?

Use specific games as examples, or analyze a single game's handling of an issue in greater depth. Feel free to use visual aids or simply discuss. Present in whatever manner works best for you. You will have the floor for 20 minutes, so allow some time for class discussion. This is a good opportunity for all of us to learn more about each issue.

This assignment is intended to:

- Increase your understanding of games' broader impact and social significance
- Allow you to practice your presentation skills

[05%] of Overall Grade

[100] Total Points Available

- [30] The issue is clearly presented.
- [40] The issue as it pertains to games is discussed clearly and concisely.
- [30] A productive discussion about the issue is facilitated.