

# ASSIGNMENTS FOR 1120H:

## **ESSAY 4 – Synthesized Independent Research Essay (RESEARCHED ESSAY – 2750-3250 words, 8-10 pages)**

Our standard researched essay for 1120 – students chose topics (in this case, most students chose gaming related topics), and undertook research to make a synthesized argument. The recommended number of sources was 8-10, but more or less were permitted. Students were also allowed to insert images if they wished to support the argument. This 3<sup>rd</sup> essay was a lead up to this essay...

## **ESSAY 3 – Proposal and Annotated Bibliography (FIRE ESSAY – 1500 words – 4 pages + Annotated Bibliography)**

### **ANNOTATED BIBLIOGRAPHY:**

- Your accumulated research up to this point (perhaps 8-10 sources) and the MLA Works Cited entries for them
- A brief (2-3 sentence) summary of each article
- Relevant quotations or notes you feel you may use in your paper for quote farming

### **PROPOSAL:**

- Your Synthesized Independent Research Argument topic, your current views on the particular topic, and what research question you are trying to answer
- Discussion and synthesis of multiple sources and at least two key concepts or themes that they deal with, including your assessment of whether the issues will be ones you want to explore further in the later research essay
- Sources and synthesis must include opposing viewpoints, or counterarguments, as much as possible, which will give balance to your argument
- A conclusion that indicates your main argument or thesis for your synthesized independent research essay, including whether you will be proposing a solution to a problem or issue, arguing a position on your particular issue, or finding a particular cause for a gaming phenomenon. Choosing one of these avenues will help to focus your next essay.

## **ESSAY 2 – Multiple Source Argument (1500 words, 4 pages)**

For this essay, you will be making an argument of your own using the sources we've read about gaming. In order to make this argument, you will be synthesizing the multiple viewpoints we've read and answering a research question related to them. While familiarity with the sources and texts is vital, the most important thing to remember is that this is your argument, not the source authors'. Essay prompts were given to help students organize and explore topics:

Prompt 1- Arguing a Position: Narratology Vs. Ludology

Prompt 2 - Arguing a Position: The "Art" of Gaming

Prompt 3 - Proposing a Solution: Changing the Procedural Rhetoric of a Video Game

## **ESSAY 1 – CRITIQUE of an academic article (1000-1500 words, 3-4 pages)**

While not about a specific game or game review, this paper asks you to critique and evaluate a written academic article about gaming. This essay's purpose is twofold – first, you will be working to critically read and analyze a piece of writing and, second, you will be working toward the kind of evaluation required for future essays in the course. In addition, the articles read for this essay will carry over into your next, so it is vital to read them critically and thoughtfully. Your paper will be using specific criteria to show your evaluation of the written article and how effectively it meets its purpose according to the criteria you've chosen. This is the same process you will use in future essays to determine whether or not the article chosen is a good one to use as evidence.