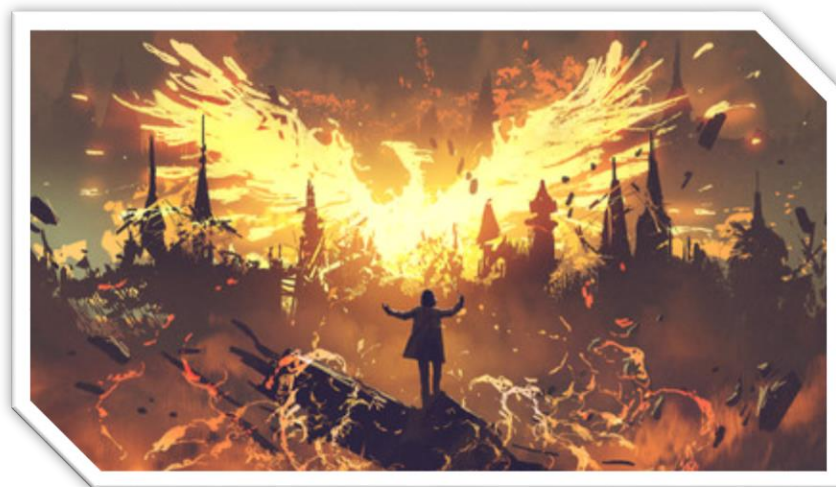


# MAIN QUEST | THE CODEX LUDICA

## 2. A CRITICAL ROLE

**WEEK 2**  
**DUE: JAN 21**



*Alright, it's time to build you a profile. See what you're made of.*

### Quest Objectives:

1. **Read** The Angry GM's [article on the "8 Kinds of Fun"](#). (CW: Vulgar language).
2. **Read** the "Player Types" section from [Robin's Laws of Good Game Mastering](#) (pages 4-5).
3. **Watch** videogamedunkey's [video on game critics](#). (CW: Vulgar language, aggression, general saltiness). (Length: 8:52).
4. **Watch** Anita Sarkeesian's [Tropes vs. Women in Video Games](#). (CW: Misogyny, some sexual content, a lot of political context).

**Completing this Main Quest grants you 50 NAPS.**

# MAIN QUEST | THE CODEX LUDICA

## 2. A CRITICAL ROLE

(TO BE POSTED AS A BLOG POST ON YOUR SITE!)

**WEEK 2**  
**DUE: JAN 21**

*The power you're going to need has been rooted in you since your first games on the playground. But as they say: People are good at knowing what they don't like, bad at knowing why they do like, and horrible at knowing any of the reasons why. Before you can wield ludic magic, you must understand it. This is no singular, all-powerful force: this is complicated. You must find your voice within it.*

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In your reflection post this week, you're going to unravel your profile as a 'player.' Respond to the two following prompts (>350 words total).

**Reflect** on what we've talked about and read about *kinds of players*. First, reflect briefly on a **moment that you strongly remember when you had fun playing a game**. Why did you pick this one? What do you remember? **Write out the scene is as much detail as you can**. What happened (both in the game, and outside it). Who was there? What did you feel?

**Connect** this short vignette to the discussions we've been having about what makes games fun for certain players (both Robin's "Types of Players" and the Types of Engagement). With these in mind, write out what *kind of player you are*. What do you look for in games? What are your *modes of engagement*? What kinds of experiences *engage you*? What *alienates you*?

*Note: If it helps, try writing in the 3<sup>rd</sup> person ("She/he/they don't mess around... they want to cut straight to the fight." or "She can't stand being bored... which she is during most games.")*