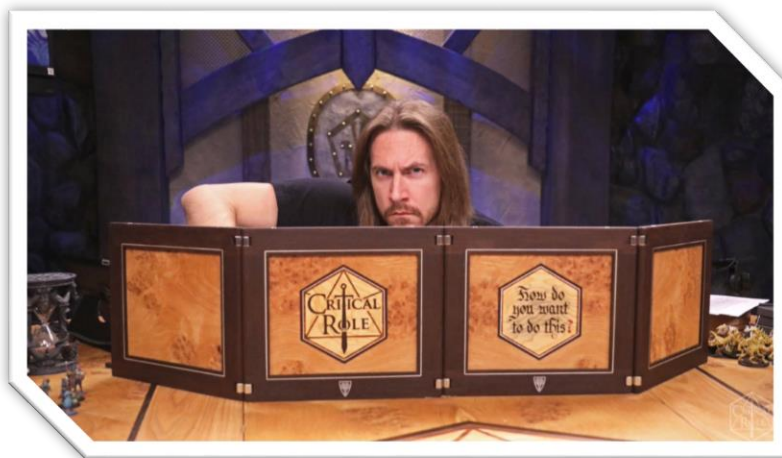


## 2. THE MERCER EFFECT

### QUEST 2 WORLD 2



### Quest Objectives:

1. **Listen to or watch** a let's play podcast of a game (this could be an RPG podcast like *Critical Role* or a board game play channel like Geek and Sundry's *Game the Game*). As you do, pay careful attention to **how the video or audio builds into the aesthetic experience of the game**. If it's an RPG, how do they make the game tangible for outsiders? How are they making use of the game's aesthetic vs. building their own? If it's a tabletop game, how are they showcasing the aesthetic of the original game?
2. In a short (300 word) post on your blog, write about what you discovered about how this podcast **promoted/enhanced/ruined/made-use-of the aesthetic of the game** in their production. What does this tell you? What tactics can you make use of for promoting your own game?
3. **Give a short (3-5 minute) presentation** on your findings to the rest of the class.

*Completing this Side Quest earns you  
50 NAPS and a Presentation Badge.*

