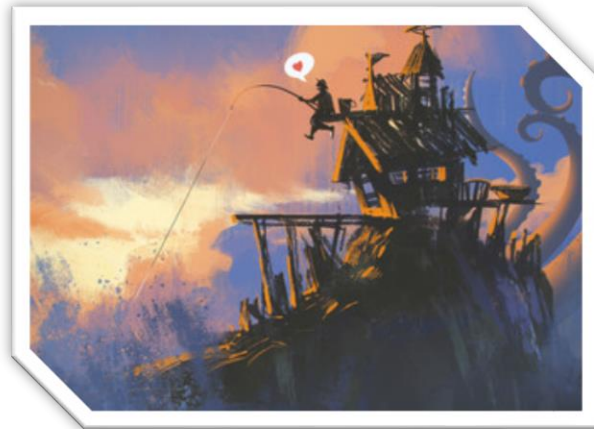


WORLD EVENT QUEST NO 2

2. A SHORT REST

WORLD 2

AVAILABLE
THROUGH FEB.



Quest Objectives:

We've talked in this class about what kinds of players we are— how we encounter games and challenges, but we have yet to bring this back to bear on what we learned early in the semester— that courses, and college, is a game. As gamers (ha) we often find ourselves driven to 'win'— to min-max, optimize, and beat the challenge, but sometimes we do this at the expense of the fun we were supposed to have along the way.

This bonus quest is different. This World Event Quest is meant to help you retain whatever passion for games you had before you set foot in this class, without the anxieties of deadlines or projects.

To fulfill this quest, do something 'fun' for you. Do something that gives you energy, rather than depletes it. This can be playing a game, indulging a hobby, etc. The point here is to clear 'stress' in the energy-management simulator that we're all a part of. Once you've done so, make a 1-sentence post to your blog and say what you did.

That's it! Take a short rest.

Completing this Side Quest earns you 25 NAPS.

