

# BOSS FIGHT | THE CODEX RHETORICA

## THE GAMES WE PLAY

**DUE SEPTEMBER 21  
@ 11:59 P.M.**



*Well, here we are. All this hunting, and it seems you've finally gotten your hands on The Codex Rhetorica. But, are you prepared to use it? It's okay if you need more time for practice first. This is a big task ahead.*

*When you're ready, the trial will begin.*



# BOSS FIGHT | THE CODEX RHETORICA

## BOSS FIGHT OBJECTIVES

**WORLD 1**  
**DUE: SEPT 21**



For this essay, you are going to **choose a video game** that you want to explore in greater detail. You will then either play or spectate (via [Twitch/YouTube](#)) the game, until you have built a decent **understanding of its mechanics, premise, and ideas**. I expect this will take least 90 minutes or so for most games.

**Successfully defeating this boss will earn you 250 NAPS.**

### ESSAY REQUIREMENTS

*Your paper will address what the game's purpose and intended audience are.*

*Your analysis essay should include a thesis statement that tells readers how you think the game is trying to achieve its purpose for its intended audience.*

*Then your analysis essay should build its argument by providing evidence from the game.*

### ESSAY DETAILS

### RESOURCES

### CHOOSING A GAME

# BOSS FIGHT | THE CODEX RHETORICA

## BOSS FIGHT OBJECTIVES

**WORLD 1**  
**DUE: SEPT 21**

### Essay Details:

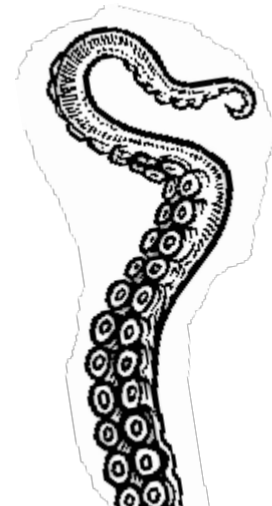
**Estimated Length:** I expect that these will be roughly 750 words.

### To earn NAPS for this quest, pay attention to how you:

- Include a thesis statement
- Include evidence from the text being analyzed
- Use clear topic sentences that relate back to the thesis
- Submit your Laboratory and Graveyard documents along with your draft (Week 4).
- Take a look at the [course rubric](#).

### Other Notes:

- You may also wish to analyze the game in the context of one of the theoretical questlines. Doing so will allow you to fulfill a Side Quest while completing this essay.
- You do not have to play/analyze the game in isolation; you are welcome to play, spectate, discuss the game with peers or friends. The work you submit, of course, must your own.



# BOSS FIGHT | THE CODEX RHETORICA

## ESSAY RESOURCES

**WORLD 1**  
**DUE: SEPT 21**

### Additional Essay Resources:

**Textual Analysis:** See [“Issue 2: Strategic Reading”](#) (72-117).

**Summary, Paraphrase, and Quoting:** See *Understanding Rhetoric* pages 237-240

### A Dictionary of PC Gaming Terms:

<http://www.pcgamer.com/pc-gaming-terms-and-their-true-meanings/>

**Examples:** Think back to our discussion of *We Become What We Behold* and the various analyses of games you’ve performed in Side Quests. Think about how Anita Sarkeesian analyzed the titles she brings to the fore in “Tropes vs. Women”.

**Our Class Resources and Tools:** [playslashwrite.space/home/tools-and-resources/](https://playslashwrite.space/home/tools-and-resources/)



# BOSS FIGHT | THE CODEX RHETORICA

## CHOOSING A GAME

**WORLD 1**  
**DUE: SEPT 21**

### Choosing a Game:

If you are unsure of what game to analyze for this assignment, I am providing a short list of prominent game titles that are free or inexpensive, relatively short in playtime, and do not require powerful computers. You are not limited to, nor expected to use this list, and I also recommend asking your friends and family what they are playing.

You are welcome to choose another game. If you would like to run it by me, or talk it through with me, you are more than welcome to. (There is one exception: if you want to analyze *Fortnite*, you *must* come talk to me ahead of time, so that I can help guide you. Nothing personal!).

**Accessing these games:** All of these games are available through [Steam](#), a free game-management platform for Windows/Mac. If you wish to spectate rather than play the game, you can view online playthroughs on both [Twitch](#) and [YouTube](#). All mobile games will be available on either the Google Play Store or the App Store (iPhones). If you have trouble accessing a game you want to play, please just let me know.

**Scroll down to see a list of possible titles.**



# BOSS FIGHT | THE CODEX RHETORICA

## CHOOSING A GAME

**WORLD 1**  
**DUE: SEPT 21**

Game Title	Price	Platform	Average Play Time. (Completion.)	System Requirements
Life is Strange <i>(Recommended)</i>	Free (Ep. 1) (\$3 iOS)	PC, Mac, PS3, PS4, Xbox 360, Xbox One, <b>Mobile</b>	2.7 hours (episode 1)	Very low
The Stanley Parable	\$15 <b>(Free demo)</b>	PC, Mac	1-3 hours	Very low
To the Moon	\$5 (Mobile), \$10 PC/Mac	<b>Mobile</b> , PC/Mac	4.3 hours	Minimum
Oxenfree	\$5-20	PS4, Xbox One, Nintendo Switch, Windows, Mac, Mobile	4 hours	Minimum
Night in the Woods	\$20	PS4, Windows, Linux, Mac, Mobile	8 hours	Minimum
The Beginner's Guide	\$10	PC/Mac/Linux	1.5 hours	Very low
That Dragon, Cancer	\$10	PC/Mac, iOS	2 hours	Very low
The Vanishing of Ethan Carter	\$20	PC/Mac, PS4	4.2 hours	Medium
Hellblade: Senua's Sacrifice	\$30	PC/Mac, PS4	9.5 hours	Medium

