

MAIN QUEST | THE CODEX RHETORICA

A NEW CHAPTER: CHOOSING FACTIONS

WEEK 5
DUE: SEPT.
23RD



Next week, the infiltration begins. Prepare yourself!

1. Read "[Issue 6 - Research: More than Detective Work](#)" in *Understanding Rhetoric*.
2. Wrap up any [Side Quests](#) you want to complete before we depart this world.
3. Create your response and bring the questions to class (see next page).
(You do not need to post this to your Mission Log).

Completing this Main Quest grants you 50 NAPS.

DON'T FORGET:

Boss Fight: *The Games We Play* is due on Saturday, September 21st at 11:59pm to your Mission Log!

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On a sheet of paper or in a .doc for yourself, please respond to the following. This is intended to be a *freewrite* (don't edit or censor yourself) just get it all on the page. In this practice, writing is a part of the thinking process.

1. **Think & freewrite about** your life outside of this class. Jot down some of the things that matter to you- big and small: these might be hobbies, your intended major, sports, cultural topics, pop-culture phenomena, music, social media, celebrities, etc. Now, **consider how these topics** might tie back to video games. This might not be immediately clear, but give it some time. (If you're stuck, try asking yourself: 'how do/might video games impact _____?' or 'how is _____ represented in video games?')
2. **Think & freewrite about** the spaces where you encounter 'games' in your life (in the broad sense we've identified for this class). What sort of games are these? Why do they matter to you? Jot these down.
3. **Think & freewrite about** the topics we've considered so far in this course: from social media scandals, to feminism and gaming, to trope analysis, to the games you've played or spectated as a part of this class. What has piqued your interest so far? Jot these down.
4. **Now consider all these topics together.** If you're a visual person, you might map some of them out on a piece of scratch paper. Regardless of how you do it, when you're done **write out as many 'investigative questions' as you can think up with these topics in mind.** For now, these can be as broad or specific as you like- but they should be questions that genuinely interest you. (Ex. *Are video games bad for kids? How do we perceive outer space through video games? Why are video games so violent? What's the deal with [this game]?*)
5. **Bring this list of questions to class with you!**