

Artifact: Game Analysis

Course: DGM-110

Goal: Critical Thinking

For my Critical Thinking, I included an edited version of an in-depth game analysis I created for my DGM-110 Game Design I course. The game in question was an indie title released in 2016 called *Death Road to Canada*, which prided itself on being a randomly-generated road trip action RPG. If none of those words make any sense, then think of it as a new take on the classic educational game *Oregon Trail*, but replace the Oregon Trail with a modern-day zombie apocalypse. However, the focus of the analysis was to look at one aspect the game prides itself on: replayability. In other words, how the game keeps the player coming back to it even after beating it multiple times. The analysis covers every single feature in the game and how it enriches the experience and replayability. I thought this would be a creative way to portray critical thinking because the analysis dissects every bit of the game and explores new ideas that could be added to the game in the future. This analysis was one that was an extra credit assignment, but it was an analysis I was passionate about throughout the whole process of creating it that I edited it specifically to analyze updates that have been added to the game since the analysis was made.

ΦΘK Tips

Strengths:

- The writer used an excellent example of critical thinking, explaining the game through a better-known game
- The writer wrote truths and facts to make new combined ideas or thoughts
- The writer used great reasons for why they focused in on the IOS version

Opportunities:

- Some grammatical errors