

## Assignment #4

### Read, Research and Respond

“The annual **Games for Change (G4C) Awards** celebrate the year’s best social impact and learning games. Categories include Best Gameplay, Most Innovative, Most Significant Impact, Best Learning Game, Best Student Game, and Best XR for Change. All awards are competitive, and submissions are reviewed through a rigorous evaluation process by expert jurors.”

<http://festival.gamesforchange.org/festival/festival-awards>

- Scroll through the **list of 2020 game nominees and winners** in the above link and **pick one game** that deals with a social issue of interest to you.
- **Find one comprehensive review** of that game (e.g., Google “game review [name of game]”).
- Read the game review, and choose **at least one quote** from the article to reflect on in your response.
- Write a response of **400-500 words**. Your response should include...
  - a description of the game, in your own words,
  - a description of the studio or company that made the game (check out the website),
  - how the game deals with the social issue(s), and
  - your opinions on the story, characters, game mechanics, artistry, etc. based on what you read
  - the article title, author, and URL

Feel free to add what you don’t like about the game and/or what you’d change about it.  
You do not need to play the game that you choose to write about.

Some sources for game reviews (not in any particular order) are:

<https://www.theguardian.com/games/>

<https://www.gamasutra.com/>

<https://arstechnica.com/gaming/>

<https://gamecritics.com>

<https://www.metacritic.com>

<https://www.common sense media.org/game-reviews>

<https://www.rockpapershotgun.com/pc-game-reviews/>

<https://www.pcgamer.com/reviews/>

<https://www.engadget.com/gaming/>

<https://www.wired.com>

<https://www.cnet.com/topics/video-games/>

***Submit your response as a comment to the “Response to Assignment 4” post on OpenLab.***