

GAME JOURNAL



Name: _____

Date: _____

Game Title: _____

Games are fun, but they also have meaning, much like books or movies. Use this journal to take notes about a game you're playing. It will help you pick out the parts of the games that are meaningful and to think about how games can have themes, characters, settings, moods, and beyond. Of course, every game will not have all these things, but every game **will** have some of them!

STORY	SETTING AND MOOD	CONTROLS AND ACTIVITIES	REFERENCES AND COMPARISONS
Ex.: Plot, characters, goals	Ex.: Locations, color palette, atmosphere, how the game makes you feel	Ex.: What do you do in the game? How does the game play?	Ex.: Does the game reference anything from the real world (past, present, future)?