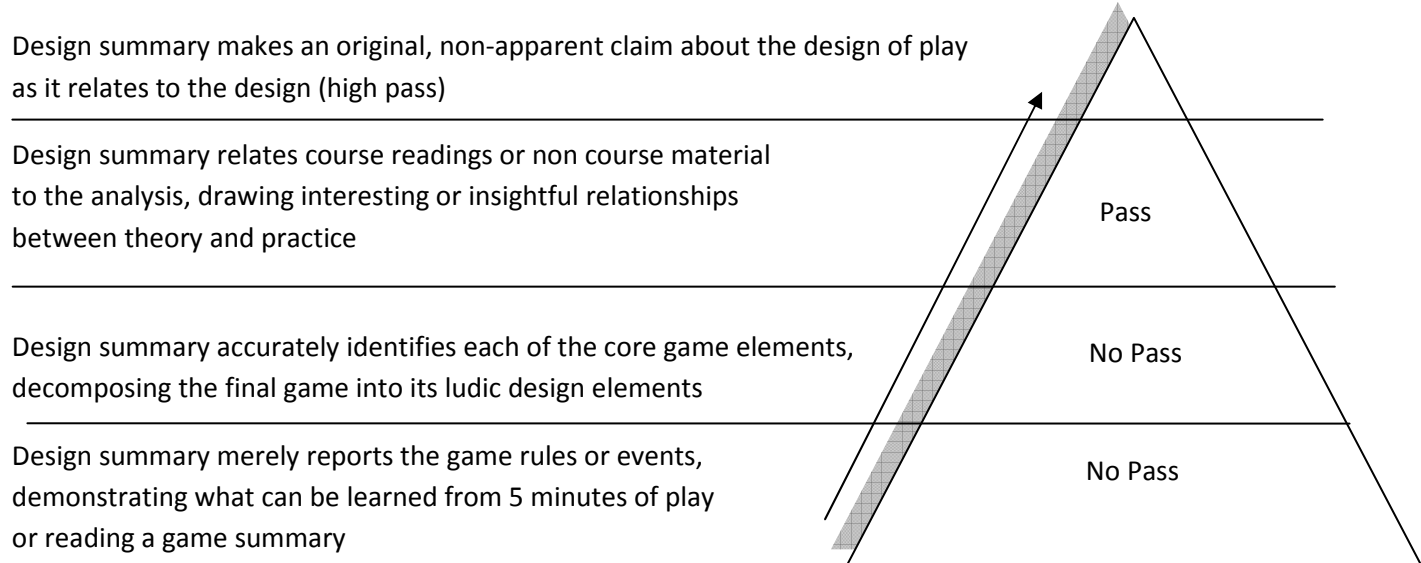


# Design of Play Grading Rubric for Design Summary



The design summary is an opportunity to relate course content and critical thinking to the analysis of a game. One approach to fast, effective design is the decomposition of design elements. Much like the analysis of a narrative, being able to decompose the game or play activity should inform your practice in creating play.

Your design summary will be graded from the bottom of this “pyramid”, up. A high pass contains all of the elements listed, while a no pass contains only the base. Any less than the base is also a failure.

As always you are invited to contact your instructor if you have any questions.