



Dr. Gerdes 11:24 AM

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Author's Statement

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Your Twine game is the last major project in our course before the LR Final. When you write about your game on the LR Final, you'll have three other components to draw on:

1. Your game prospectus
2. Your author's statement
3. A review of your game from a peer

For your author's statement, think about an artist's statement that might accompany a piece in a museum. You can use your prospectus as a draft if you like, but in any case you should revisit it and discuss how you realized (or changed) your plans along the way. Consider also:

- What did you hope to argue?
- What audience did you hope to reach?
- What beliefs or emotions does your game appeal to?
- What do the procedures of your game make possible (or impossible)?

You may also discuss how characters, storyline(s), ending(s), and design decisions you created shape your game. Submit your author's statement on Dropbox before class on Wednesday, 5/2!