What is it:
Each week after 1/10, the class will break into small groups to discuss the genre of the week. Each group will have a designated discussion leader.

What to do:
- The discussion leader will prepare two reaction papers for the genre, one freely chosen and a second assigned by the instructor.
- On designated weeks, a discussion leader will be required to demonstrate a game for the class. The discussion leader should work with the instructor to make sure the game hardware and software are available. Ideally, the discussion leader will have prepared a saved game for demonstration purposes.
- The discussion leader will lead his or her group in a targeted discussion about the genre in question. The goal of the discussion is to come to a deeper understanding of the genre: its appeal, capabilities and limitations by comparing the experiences of different students with different games.
- The discussion leader will contribute his or her group's perspective on the genre during class-wide discussion following the small-group discussion period.

One week after the genre discussion, the leader will submit a 5-page 1000-1200 word summary paper. The summary paper should
- Describe the games that were discussed in the group and their characteristics.
- Summarize the group's findings with respect to these games.
- State and defend some conclusions about the game genre. Some questions to consider:
  - What are the characteristics of the genre? Why are these games considered similar?
  - What is the appeal of the genre? Why are games with these characteristics popular?
  - What are the limitations of the genre? What are the creative possibilities?

Discussion leaders will be assessed by their performance on all aspects of the task including preparation, progress of the group during discussion time, effectiveness of the demonstration, and the quality of the summary paper.