SPO1510 WALKTHROUGH (Guide)

ACT 1
-- Everywhere Always

Objective: Showing your presences, both in classrooms and online

The game begins in the spring semester and has an 80% mandatory presence. You may play this at the Rookie level in which you as an absolute minimum have to be present 80% of the time given to case discussions (Tuesdays 11:30 to 1:15 p.m., Room C101) and work with mandatory assignments (Thursdays 8:30 to 12:15, Room A239). If you play it at the Elite level you also have to show a very high level of presence online, mainly on Twitter, where your lecturer often will try and engage you in dialogue. The strategy you choose in this level has to be based on your lecturer. At present the lecturer is lenient as for class room presence as long as you are active online.

At this point it's useful to have a look at the reward system of the game.

SPO1510 (as well as other courses at colleges and universities in Norway) use the following grading system:

Letter grades

The grading scale with letter values is a descending scale where A is the best grade, E the lowest pass grade and F is fail. The assessment is based on defined, qualitative criteria for each grade in the grading scale.

Below you find the general, qualitative descriptions of the criteria's used in the assessment of your work.

A Excellent	An excellent performance, clearly outstanding. The candidate demonstrates excellent judgement and a high degree of independent thinking.
B Very good	A very good performance. The candidate demonstrates sound judgement and a very good degree of independent thinking.
C Good	A good performance in most areas. The candidate demonstrates a reasonable degree of judgement and independent thinking in the most important areas.
D Satisfactory	A satisfactory performance, but with significant shortcomings. The candidate demonstrates a limited degree of judgement and independent thinking.
E Sufficient	A performance that meets the minimum criteria, but no more. The candidate demonstrates a very limited degree of judgement and independent thinking.
F Fail	A performance that does not meet the minimum academic criteria. The candidate demonstrates an absence of both judgement and independent thinking.

So it might be a wise strategy to both be present at the case discussions and on Twitter, as this might make it easier to finish the other levels on time. In the first act of the game there are only two levels of difficulty – Elite and Rookie, but in the rest of the game you are given the choice of playing either at Elite, Veteran or Rookie. Playing at the Elite difficulty and managing all levels will make it possible for you to be rewarded an A or a B. Veteran players will have no problems getting the C reward. Those who choose to play through the game on Rookie only will end up with either a D or an E. Failing in completing the mandatory tasks will give you an F. The trick in this game is to try and play it at the Elite and Veteran level as often as possible, and doing your best at all times. The lecturer will brief you at the start of each mission and give you individual advice on your mandatory tasks.

Act 2

-- Nailing the Bird in the Paper Cloud

Objective: Create a profile on Twitter, and then use it to create a Paper.li account, and create a profile on SoundCloud

Like Act 1, Act2 is fairly easy to complete. All you have to do is create a twitter profile, a Paper.li account and a SoundCloud profile. Playing at Rookie difficulty here might not necessarily lead to low rewards, but Elite and Veteran players might be in a better position for Act 3. The trick here is to choose a Twitter nick that signals to the "world" that you are someone that one day might be a game developer. So stay away from nicks that are sexual in nature or otherwise make one think of teenage kids instead of up and coming professionals. On the other side you might use a "teenage nick" but do serious and content related tweets, and thereby create the impression that the nick was meant as irony, i.e. it's not the profile nick that matters but the content of the tweets.

You have to follow your fellow students, the lecturer and as many game developers, game suppliers, and gamers as you can find. Having these profiles and accounts are of course mandatory, and if you don't the game is over.

Act 3

-- Words in the cloud

Objective: Make three – 3 – content related tweets a day

This level is a continuation of Act 2 and requires you to choose actively between the three levels of difficulty. Playing at Elite and Veteran difficulty you will have to make your tweets content related, that is tweet about gaming culture, game and ethics, game reviews and game development. The trick here is to read the lecture blog SPO1510 Gaming Culture at https://spo1510.wordpress.com/. Here you will find an abundance of topics to tweet about. Tweeting reviews of your favourite games, or games you have just completed is also a wise strategy. Making tweets that consists of just meaningless letters or word, or overly personal in tone will quickly mark you as a Rookie and might give you problems in later levels of the game. Those who want to get the A and B rewards should try and engage other serious gamers and if possible game developers in conversation or at the very least get retweeted and/or favourite by such Twitter users. This is difficult! To secure the C reward it is enough to just tweet content related stuff, but if you do it all the time and is totally and completely focused on professional matters, you might get the B reward. Stay focused! The sole point of this exercise is to train you in professional use of twitter; using Twitter as a tool to get in touch with fellow developers, potential customers or – who knows? – potential employers.

BUT remember that your third tweet might just be your Paper.li tweeting itself automatically every time it has a new edition. This naturally reduces the content related tweets of your own making to just two per day. Easy-peasy-lemon-squeezy… right?

Act 4

-- All time high

Objective: Upload to SoundCloud a recording of yourself, talking about your favourite video game

In this level you have to make a recording of yourself talking about your favourite computer/video game and how it may, or may not be played according to ethical theories. And you have to make it publicly available so that your fellow students and the lecturer may listen to it. It doesn't have to be an hour long talk show if you are able to be concise and to the point. In order to manage this level you have to go through the lecture "Ethics and Computer Games" at
https://spo1510.wordpress.com/2015/03/06/ethics-and-computer-games/

You may do this on Rookie and just make a quick speech without much content, but that will give you a D, E or even an F in reward. Better do this on no less than Veteran, focusing on at least one ethical theory, for instance on normative ethics, or just focus on the Geneva Convention, and at the very least grab a C. Elite players should focus on Utilitarian and Kantian points of view, virtue theories, duty theories and consequentialist theories, as well as the Geneva Convention. This will make it possible for you to earn A or B for this particular task.

Remember: Higher education is not about doing the things you have always done in the same way you think is ok. It's all about learning new things, pushing yourself beyond your own border and managing tasks on a high level of difficulty so as to finally, at the end of the day, be able to convince an employer that you are the right stuff for just this game development job.
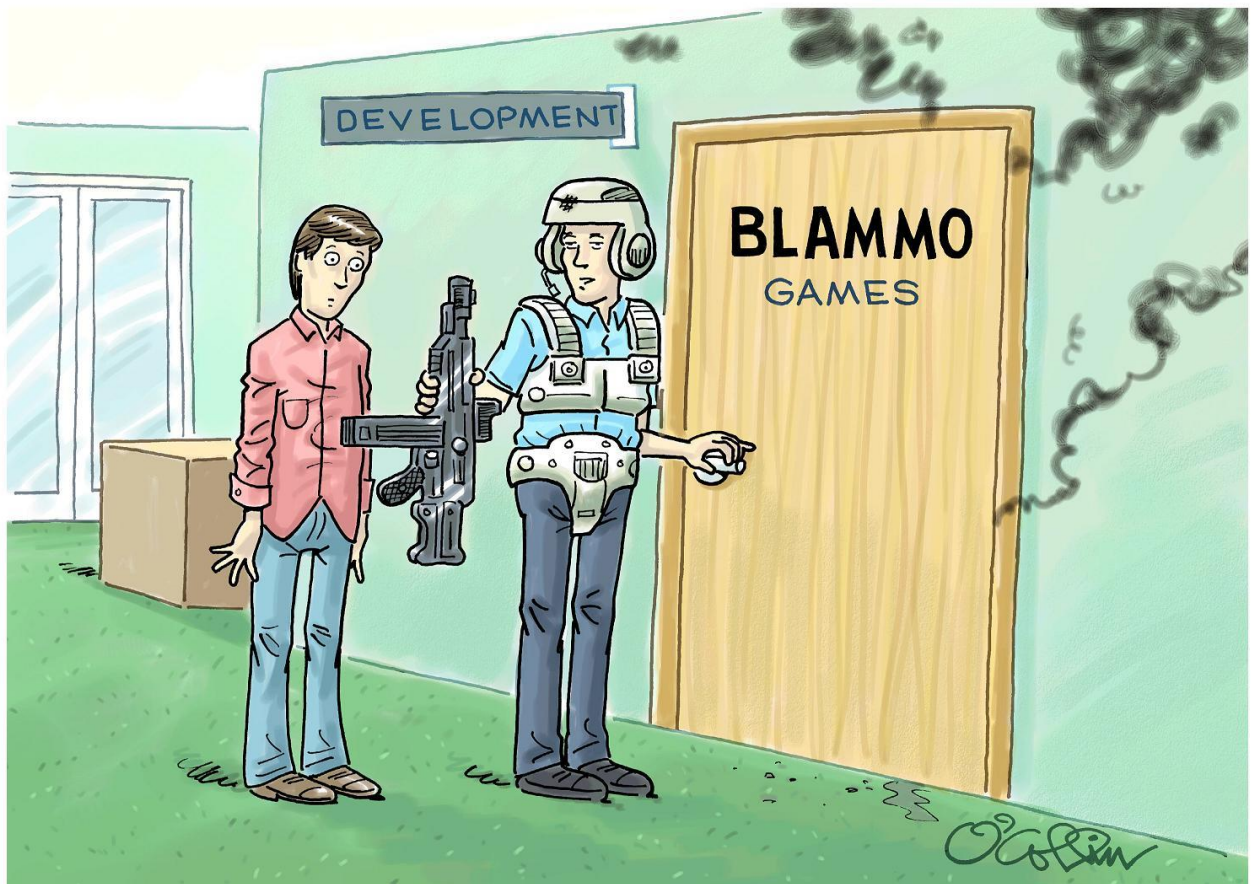
" YOU'RE ON YOUR WAY TO A CAREER IN VIDEO GAME DEVELOPMENT. YOU START AS A TESTER TODAY. JUST SURVEY THE FIRST FIVE LEVELS. HERE, YOU'LL NEED THIS. "
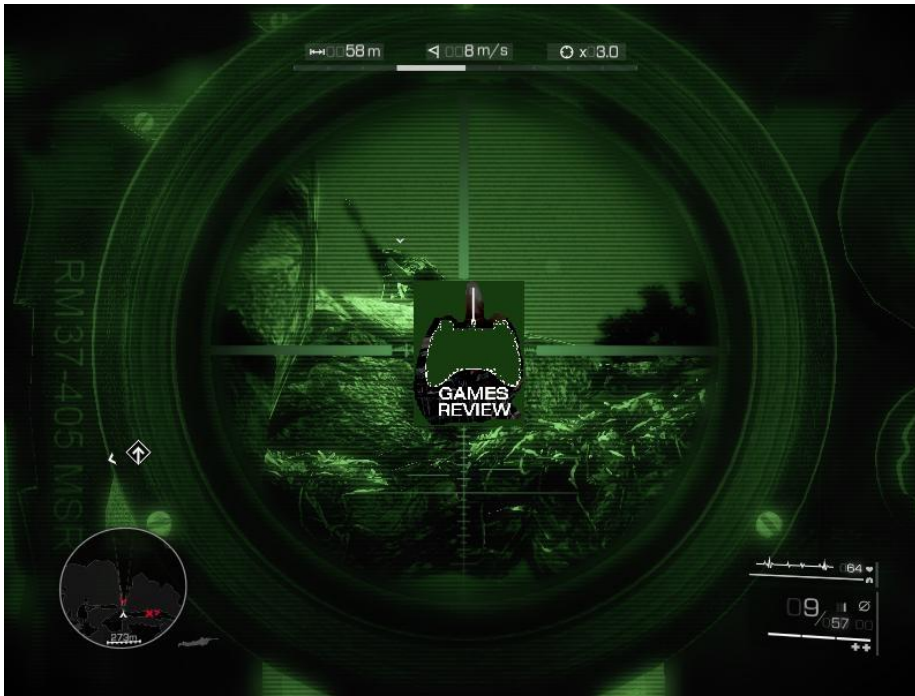
Act 5

-- Reviewing the Game

Objective: Make one - 1 - game review of a game of your own choosing and upload it to SoundCloud

By now you will probably have worked out that in this game you are usually playing the lone wolf, and this mission is no exception. Here you have to make a review of a game of your own choosing, and upload it to SoundCloud. Playing it as Rookie might give you a D or an E, but if you want C, B or A, you should definitively try and play this on Veteran or Elite. Have a look at how reviewers writing for IGN, Gamesradar or Gamespot do it, and try and do the same. Write a script first where you look at positive and negative sides of the game (pro et contra). You might want to give the game a grade based on plusses and minuses, for instance:

7.3 Good

+ Fun combat

+ Intuitive controls

+ Good mix of content

– Severe frame rate drops

– Poor communication

- Average AI

When you have done this, you record yourself and upload the review to your SoundCloud.
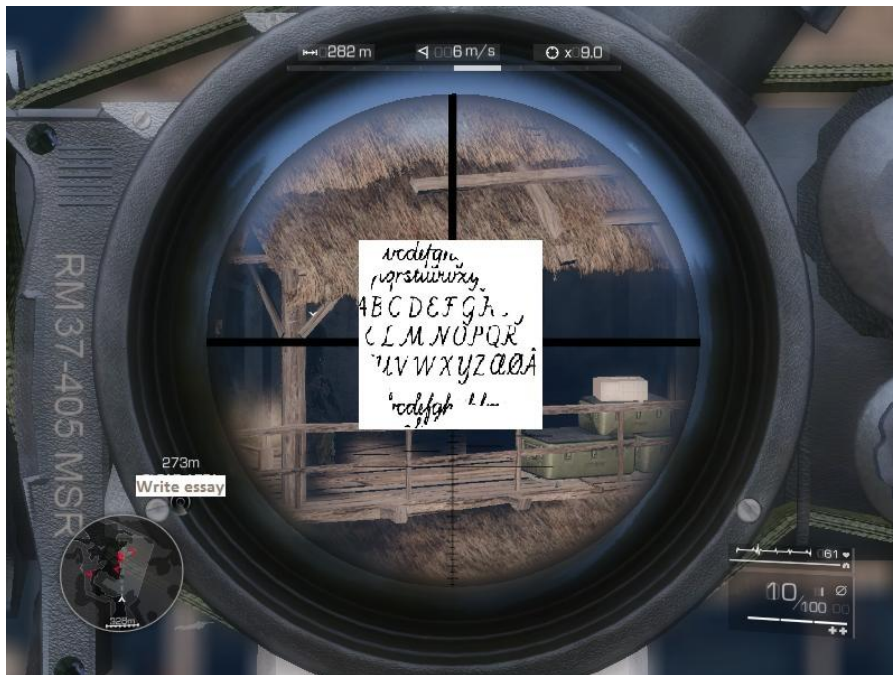
Act 6

-- Letters on a paper

Objective: Write a short essay on ethics and computer games (minimum 5 pages, maximum 10 pages).

You are close to the final stages of the game and in this mission you have to read the special instructions given in the mandatory tasks description as for how to do this assignment.

(https://spo1510.wordpress.com/2015/03/09/the-assignment/)

You have to analyse no less than seven -7 – games, either those the lecturer have suggested or games of your own choosing. If you chose games yourself, remember that you have to be able to analyse them based on the questions given in the task. Writing an essay is not too difficult, but if you want to finish this level on Elite or Veteran you should take a look at this helpful web page: http://www.wikihow.com/Write-an-Essay You also have to read how to do written assignments at HiNT:http://pub.hint.no/Kvalitet/Dokumenter/Veiledning%20til%20akademisk%20skriving%20ved%20HiNT.pdf Those who want to play this on Elite should do some research on Internet, but it is possible to manage to complete this level with an A or an B paying close attention to everything that is mentioned in this lecture https://spo1510.wordpress.com/2015/03/06/ethics-and-computer-games/

Act 7

-- Payday

Objective: Upload three of your mandatory assignments for final assessment

This is the last level and it's all about portfolio assessment. The lecturer demands that one of the mandatory assignments you upload in Fronter is the essay, but a part from that you may choose the two other assignments you want to have assessed. You may choose your two SoundCloud assignments (one game review and one "My favourite game"), or you may choose your use of Twitter (including the Paper.li) and one of your SoundCloud assignments (for instance the game review). In order to complete this level you have to upload the essay in fronter, and then in the introduction to your essay state which other two assignments you want to put forward for assessment and include the links to them (SoundCloud or Twitter profile) in the introduction text.
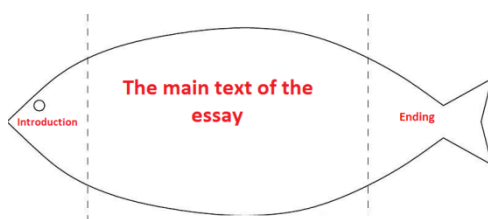
If you put forward your work for guidance at 4th of May, followed the advice given by the lecturer, and more or less tried to play on Elite or Veteran, you should be able to end the game with good grades. If you played all the levels on Rookie you might have to be satisfied with lover grades. It's all basically up to you what grade you finally end up with. Getting an A demands hard work, B likewise. C should be possible with staying focused and doing your best, and D and E if you just sailed through all the levels on Rookie.

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The End

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