

The case study document is complementary to the proposal worksheet. The case study looks into the past in its analysis of a game, whereas the proposal worksheet harnesses inspiration and planning for the future. Be sure to cite external sources!

Title, Developer, Year Released:

Tagline:

The tagline stated by the developer/publisher. If one is not available, think of a good tagline yourself.

Picture:

Genre:

Target Audience:

Innovation Keywords: *List 1-5 keywords describing the innovations introduced in this game.*

Goal:

It's innovative because... *Describe the innovations introduced in this game.*

It's fun (or not) because... *Describe what aspects of the game were fun or not fun to play and how the innovations helped or hindered the experience.*

Cite use of these innovations in subsequent games. *Describe how innovations from this game have been used in games that followed. State if how subsequent innovations were influenced by this game.*