Assignment 6: Social Play

Name:
For this analysis: Social Play

Your assignment must be about one of the following games:

1	Farmville (On Facebook)
2	No Thanks! (Card game)
3	Monopoly (Board game)
4	Mafia Wars (On Facebook)
5	The extraordinary adventures of Baron Münchausen (party game)
6	Twister (party game)
7	Risk

For this assignment, it is recommended to not only play the game, but also read in on community discussions of the game, or interview active players.

1. Introduction (identify and describe the game you're analyzing**).**

2. (PLAY) House (home) Rules
- Identify at least two house rules applied during your play sessions. Alternatively, document house rules that are in common use according to web resources or your interview subjects.

3. (PLAY) Implicit Rules
- Identify at least two implicit rules that players are expected to adhere to.
- Document them, e.g. through citing community discussions or events in play sessions.
- The rules must be *game-specific*, implicit rules that apply to a wide genre of games are not accepted as answers!

4. (PLAY) Social Interactions
- Are there identifiable functional roles in the game? Why / why not?
- Do players always play to win? If they do not, what are their goals?

5. (PLAY) Kingmaking
- Can kingmaking occur in the game? How does the game rules support / avoid kingmaking?
- How does the community respond to instances of kingmaking – is it an accepted play strategy?

6. (PLAY) Collaborative and competitive play
- Does the game offer opportunities for collaboration between players? Describe how.
- Does the game offer opportunities for temporary collaboration, that is, can players that otherwise compete sometimes collaborate? Why does such collaboration arise / not arise?