

Name: _____ Date: _____

Glitch in the Matrix: High School Video Game Narrative Audit

Evaluate ludonarrative dissonance, algorithmic ethics, and procedural rhetoric in modern gaming through this rigorous ninth-grade critical analysis assessment.

1. In the context of 'procedural rhetoric' as defined by Ian Bogost, how does a game like 'Papers, Please' persuade the player regarding systemic bureaucracy?

- A. Through high-fidelity graphics and emotional facial animations
- B. By forcing the player to enact repetitive, restrictive rules as a core mechanic
- C. By providing a detailed historical textbook in the game menu
- D. Through celebrity voice acting and scripted cinematic sequences

2. When the actions a player takes in the gameplay (e.g., violence) contradict the personality of the character in the story (e.g., a pacifist), it is called _____ dissonance.

- A. Cognitive
- B. Ludonarrative
- C. Mechanical
- D. Aesthetic

3. True or False: The 'Magic Circle' theory suggests that the norms and rules of a game world should be interpreted under the same moral framework as real-world society.

- A. True
- B. False

4. Which term best describes the ethical concern of 'Dark Patterns' in game design, such as 'fear of missing out' (FOMO) mechanics?

- A. Heuristic evaluation
- B. Exploitative monetization
- C. Emergent gameplay
- D. Non-linear storytelling

5. The concept of _____ in games like 'Hades' or 'Elden Ring' refers to how players learn through failure and repetition to master complex systems.

- A. Iterative learning
- B. Passive consumption
- C. Linear progression
- D. Sensory overload

6. True or False: 'Environmental Storytelling' is a technique where the narrative is provided primarily through found objects and the physical layout of the game world rather than dialogue.

- A. True

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B. False

7. How did the 'Corrupted Blood' incident in 'World of Warcraft' assist real-world scientists?

- A. It helped engineers design faster server processors
- B. It provided data on how human behavior influences the spread of epidemics
- C. It tested the limits of 3D modeling for viral structures
- D. It was used to train AI for financial market predictions

8. Games that aim to create a state of 'Flow' (as defined by Mihaly Csikszentmihalyi) must perfectly balance _____ and player skill.

- A. Resolution
- B. Marketability
- C. Challenge
- D. Duration

9. True or False: 'Gamasutra' style analysis is focused primarily on the entertainment value of a game rather than its technical or cultural development.

- A. True
- B. False

10. Which concept describes the player's ability to exert power and make meaningful choices that significantly impact the game's outcome?

- A. Linearity
- B. Agency
- C. Latency
- D. Immersion