What's the Name of the Game?
Meet with the librarians: week of February 4
Game first draft: February 20
Instruction Manual first draft: 2/25
Game and IM due: 3/04

In ENG 100, the goal is to be introduced to different types of writing. First, we learned to write a narrative where the essay was designed by you. Second, we are tackling a genre where the writing is directed by content. Be flexible, your thesis is a “working” one meaning the point you start with may change as your knowledge grows. Research writing is a journey. Dive in; do not worry. The librarians and I will be here to help. Remember the goal is not just to do well this term but to learn skills which will help you succeed through graduation and into your professional life.

Level One (40 points)
Create a game based on information about Leeward’s 50-year history. Help others learn about the campus you call “home” through a provocative and fun experience.

Level Two (60 points)
You will be writing a two-part paper. Part one will be instructions for your game. Check out the instructions to your favorite games to get some ideas. Writing should be tight, clear, and descriptive. You must include the following

Part One (20 points)
1. Introduction and sales pitch: Why would folks want to learn about Leeward CC’s history? Why would they want to choose your game?
2. Target audience: What are the age range and number of players. Explain how these factors are important to your game.
3. Goal/Object: What determines the winner? How does one win the game?
4. Materials: dice, playing cards, etc.
5. Instructions: step by step from set-up to moving through the game to winning.

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Part Two (40 points)
1. Avoid contractions, the use of “I,” the word “opinion”
2. Use four to seven sources -- one must be a hard-copy text presented by a librarian during our library visitation sessions.
3. Word count goal: 2,000-3,000 words (four to seven pages).
4. Discuss one aspect of Leeward CC’s history. As an example of a UH historical product, see “History of UH Football” or https://hawaiianathletics.com/sports/2012/1/26/FB_0126123613.aspx?id=340.

Format Sample:

Grande, Ariana  
Dr. Igarashi  
ENG 100 MW 12:00  
3 March 2019

The World’s Oldest Superdrug: Coffee

Mornings are the absolute worst. According to a study done by psychologist Dr. Michael Breus, morning people account for only 15 percent of the world’s population (Breus). Therefore, in a society where opportunity for success is synergistic with how early you start your day, what can the remaining 85 percent of people do to make mornings a little less dreadful? The answer is simple: a fresh, hot cup of coffee. Java is the fuel of the modern world: according to a survey of a sample group of over 3,000 people administered by the National Coffee Association (the NCA), 64 percent of Americans over the age of 18 consume coffee daily (Prentice). That means at any given day, there could be over 250 million people worldwide consuming coffee to power study sessions, graveyard shifts, and first dates. . . .