

Name: \_\_\_\_\_

## Visual and Content Analysis of *Sugoroku*: Answer Key

**Directions:** Use the two tables to guide your visual and content analyses of the game.

### Part A: Visual Analysis

	<b>Context</b>	<b>Color</b>	<b>Composition</b>
<b>CLASS EXAMPLE</b>	<p>When was this made? What is the subject of the game? What clues are given for a time frame? Consider clothing, tools, weapons, architecture...</p> <p><i>It was made sometime in the early 1940s before 1945 (the end of WWII). The subject of the game appears to be Japan's fighting during WWII. You can tell it is WWII from the types of tank, planes, and artillery. Also the uniforms are definitely from WWII.</i></p>	<p>What colors are used? What is the mood or tone established by these colors? Were these colors used solely for visual appeal? Explain.</p> <p><i>The colors used are black, grey, khaki green, blue, white, and red. The mood seems serious due to the use of these colors. It does not look frivolous or fun. The bright red and white really pop, showing Japanese nationalism.</i></p>	<p>Look at the use of the space. Is one image bigger than another? Why do you think that is the case? How does the game appear to progress? Where does it begin? End?</p> <p><i>Almost all the boxes of the game are rectangular-shaped. The game starts in the lower left-hand corner. The smallest box shows an amphibious landing. The largest box is the circular box. This box shows Japan's victory, and that is the end goal of the game.</i></p>

*Answers for small-group example will vary depending on game assigned.*

**Part B: Content Analysis**

	<b>Audience</b>	<b>Goal</b>	<b>Progress</b>	<b>Message</b>	<b>Historical Context and Interpretation</b>
	Who was this game designed for? How do you know?	What is the end goal of the game?	Describe or infer what the player must do in order to win the game. List two specific examples.	What is the educational message of the game? What does the player learn from playing this game?	Why is this message being promoted? What and whose purpose does it serve? How does it relate to what you know about Modern Japan, 1900-1930s?
<b>CLASS EXAMPLE</b>	<i>The audience was probably all Japanese subjects. It might have appealed more to boys.</i>	<i>To get to the circular box where Japan is victorious.</i>	<i>They definitely had to be brave. They had to lead an offensive as well as fire artillery, charge with the cavalry, survive an aerial battle among other dangerous activities.</i>	<i>The message is that the only result of the game was an ultimate Japanese military victory. The player learned that these victories were hard fought and dangerous but in the end won for Japan.</i>	<i>Possible answers include educating the Japanese public on what the soldiers were experiencing, providing positive propaganda in terms of elevating the Japanese war effort. A specific date would help determine whether this was early in the 1940s when Japan was experiencing victories or later in 1944 when things were not going well.</i>

*Answers for small-group example will vary depending on game assigned.*