

Name: _____

Visual and Content Analysis of *Sugoroku*

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

Part A: Visual Analysis

	Context When was this made? What is the subject of the game? What clues are given for a time frame? Consider clothing, tools, weapons, architecture...	Color What colors are used? What is the mood or tone established by these colors? Were these colors used solely for visual appeal? Explain.	Composition 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?
CLASS EXAMPLE			
SMALL-GROUP EXAMPLE			

Part B: Content Analysis

	Audience Who was this game designed for? How do you know?	Goal What is the end goal of the game?	Progress Describe or infer what the player must do in order to win the game. List two specific examples.	Message What is the educational message of the game? What does the player learn from playing this game?	Historical Context and Interpretation 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?
CLASS EXAMPLE					
SMALL- GROUP EXAMPLE					