

**Game components** (to be handed in by 10:00 October 16, except where noted)

**Group assignments** (The following to be handed in just once)

- In list form, lay out the 2 controversies
- Identify the 2 factions for each controversy
- Finalize outline for a brief “historical context” that describes in detail the 2 controversies and any relationship between them, and describes the historical climate of Worcester in 1899. (See last week’s assignment for detailed instructions.) Refer to historical sources whenever possible, and include a bibliography for these sources.
- Describe 2 separate sessions. Where do they take place? What are the questions that motivate these sessions? Who gets to speak? Who gets to influence the outcome, and how?
- Describe the primary and secondary game systems to determine the outcome of the game; this includes various activities and objectives for each session. *Be sure the factional objectives are consistent between the group assignment and individual role sheets.*
- Describe rules and procedures for *each* session, if these are not the same for both sessions
- Select 2 core texts for each session. Give full information (author, title, full publication information including date, city, and publisher); include link if a full-text version exists
- Include a historical vignette that will set the context for the game

**Individual assignments to submit**

- **2 separate character role sheets**, following the template laid out in Proctor, 61. Be sure to
  - use the 2<sup>nd</sup> person (“You are Rufus B. Dodge, Jr. . . .”);
  - indicate the person’s office (“current mayor of Worcester”) or position (“You are foreman in the Washburn & Moen wire manufacturing plant”; “You are Superintendent of Sewers of the City of Worcester”).
  - Give a brief biography taking the character up to 1899
  - Describe the character’s relevant responsibilities. If he’s responsible for chairing the meeting, calling for views, representing the views of organized labor, representing the views of the business community, etc., be sure to indicate these.
  - Describe the character’s relationships with other key players (i.e. the City Engineer, the manufacturing or business community, the labor community, the people of Millbrook, etc.) and with the main ideas (i.e. is he generally supportive of a solution to the sewage problem but unconvinced that the proposed sewer plan is the right one?) **Note:** *Historical accuracy or plausibility counts a lot here. If the character is an actual historical figure, be as true to the facts of his/her beliefs & actions as you can. If the role is invented, make it realistic and complex rather than stereotypical and one-dimensional. Given what you know about Worcester’s industrialists, for example, your anti-reform factory owner should be motivated by a complex set of beliefs rather than simple greed. If you’re claiming that the road to a factory will be closed down during sewer construction, be sure this matches the historical facts.*
  - Describe the specific general objective (not “Work to create a solution to the sanitation problem,” but “Get the City Council to vote to adopt the sewer plan submitted by City Engineer McClure”)

- Describe the secret objective (“You want special recognition to be entered into the meeting minutes for your forward-thinking sewer design”). *Do not make these objectives too general (i.e. “you want to improve the conditions of the working man”) because you want players and gamemasters to know without ambiguity who has realized his or her objectives and who has not.*
  - Give strategy advice, but *be careful not to overdetermine how players play your roles*. If you know there are other characters with whom to form an alliance to fend off government intrusion, give that advice. But don’t lay out how the player will play her role (i.e., “Just listen during the first session and speak in the second”). Instead, give players as much intellectual freedom as you can within the constraints of their roles.
  - List class sources and individual sources. Provide a link, if the text exists in an online format, but give complete bibliographic information as well: Author, title, complete publication information (city, publisher, date of publication).
- **Reflective essay** on the experience of developing this game and what you learned from it (see “Assignments” folder). **Due by 3 p.m. Friday, Oct. 18.**