Instructions for Game Review for Psycholinguistics, Ling 433

The final project for this course will be a review of a language/word game meant to be played by adults. You'll have to describe explain how the game works, what known facts/principles about language organization or production that they use to make them difficult/interesting. Then you will apply two models we have discussed in class to how the game works. I have provided a list of sample games (both board games and boardless games). If you want to use a game that you know of but isn't on the list, please run it by me first. Games such as Pictionary or Trivial Pursuit do not involve enough *language* use or processing to work, but games such as Taboo, Scattergories or MadGab will.

Step 1: Play the Game
1. Play the game with classmates, friends, or family.
2. As you play, or after you play, take notes on the language related things that you noticed or questions you had about how people were using/processing language.

Step 2: Write the Paper: Major Points to Address
1. Start with an introduction that outlines what you're looking at, why it is interesting/significant for the field of psycholinguistics, and what the structure of the paper will be. Use the CARS model of introductions (see D2L).

2. Describe the game and how it's played. Walk the reader through one round of how the game is played. This is essentially a 'methods' section that should allow the reader to recreate the game play, even if they've never played the game before.

3. Describe the psycholinguistics phenomena that are relevant to the game.
   a. Describe what area of language the game is working with, e.g., speech perception, word segmentation, lexical access (form), semantic access (meaning), sentence processing, discourse, visual word recognition/reading, etc. If the game deals with more than one area, state that, but then choose ONE single area of psycholinguistics to describe.
   b. For this area, describe:
      i. What we know about processing of language in this area from experimental studies (i.e. the experimental phenomena we need to account for).
      ii. Two of the major models/theories and how they explain what we know about processing and the phenomena

4. Discuss how the models you described in (3) above account for what people need to do with language when they are playing this game.
   For this, think about questions such as: Where do the models do a good job of accounting for how people use language in the game or the kinds of things they say or do? Where do they fail to predict how players are using language? What rules might you change/modify based on your knowledge of psycholinguistics? Why? Which rules/conditions would you be sure to keep based on your knowledge of psycholinguistics? Why?

5. Discuss how the game exploits how we process language in this area to make it difficult or fun.
   For this, think about questions such as: What experimental effects are similar to How does the game make use of how we process language? What aspects of language

processing are important while playing this game? Which of the rules seem to be related to language? Are there rules that seem to be trying to make people process language differently or to not use the major tendencies for language processing? Are there rules that are taking advantage of our natural language processes?

Paper formatting/expectations:

- All work must be typed (word-processed), double space and *stapled together*. Please use at least 1" margins. Please cite the textbook appropriately, according to APA style, e.g., Traxler (2013).
- You may use your book and lecture notes while preparing these essays, but all written work should be in your own words.
- This should be structured as a single paper with an introduction, a body with the major points outlined below and a conclusion.
- The body of the essay should include discussion of each of the points asked for *with clear links* between the ideas and paragraphs.
- It is also important for the essays to *support your discussion* with examples and to *explain how your statements and examples relate to the point it is intended to illustrate.*
- Length: Generally speaking, somewhere in the neighborhood of 7-10 pages to thoroughly cover all the information I'm asking for below.