Abstract

What happens when an English major unintentionally stumbles upon a class about serious gaming? She learns fascinating new jargon and is exposed to an entirely new way of thinking! And, what happens when she decides to enroll in an immersive learning experience in which she joins a team whose mission it is to create a cooperative educational video game? She learns that the third floor of Robert Bell isn't such a bad place to hang out and be introduced to new things like coding, networking, and the ins and outs of serious game design. And, what happens when this English major has so much more fun than she ever thought possible? She writes about her experience, of course! Games are meant to be fun, and to convey concepts and meaning in an enjoyable way. Likewise, this memoir uses humor to capture the trials and tribulations of stepping outside of one's comfort zone and into the very real world of creating an imaginary space in which to play.

Honors College
Ball State University
Muncie, IN 47306