

1. I chose my post on the game complexity chart because it was my first major attempt to combine my experience with games with the theories/concepts we were reading about. I think the strengths of this post were that I tried to analyze the chart from a nuanced standpoint (talked about teaching context and objectives), and I managed to incorporate one of our readings. However, that last strength leads me into a weakness. With this post, and overall, I feel like I'm not incorporating enough of our sources, so I could do better with that. **Responsiveness, Communication, Critical Thinking - 4.5s; Mechanics - 4; Interaction - 3**
2. I chose my post about game elements because I think my research questions show progression from what I know (or thought I knew) about GBL to a better knowledge of what current ideas on GBL are. A strength of this post was that it relied more heavily on the text. However a weakness was that I'm not sure how clear I was in incorporating the text into my idea. A plus was that this comment received feedback from classmates! **Responsiveness, Interaction, Critical Thinking, Mechanics - 4.5s; Communication - 4 (?)**
3. I chose the response to the Flow Ted Talk because this was a zero-to-sixty moment of understanding for me. I had read about flow before, but watching this video was the "Ohhh, I get it," moment. The strength of this one is that I think I communicated my understanding of the concept well, and applied it to the discussion question with in-depth examples. The weakness goes back to the first post I chose, which is that I'm not incorporating sources in an effective way. I think that is going to be my biggest improvement goal moving forward. **Responsiveness, Critical Thinking, Communication, Mechanics - 4.5; Interaction - 3**