

Gaming Reviews

- Size:** 350 words (short chewable chunks, bigger is not always better)
- Audience:** Primary—teens 13 to 18 yrs old, Secondary—19 to 25yrs old
- Tone:** Friendly, casual, authentic
- Genre:** Any and all
- Mixture:** Mixture of major systems (Sony Playstation, Xbox, Nintendo)

4 PARTS

1. Lowdown

System, game title, release date (link to system and game title websites as well as image of game cover supplied by reviewer with their review) and idea/concept.

2. Dig

Explore visual graphics, tone and fun/challenge factor of the game. Comment on what you liked, didn't like, struck a cord & why.

3. Spark

Share a couple of questions the game (including case cover image), objective/mission/purpose, visuals and music sparks for readers to wrestle through.

4. Final Thoughts

Give a final thought.

*NOTE—include your full name, city and province, one or two sentence bio and favourite game along with your submission.

FURTHER THOUGHTS

The idea is to engage thought and conversation surrounding issues of life, God and faith and the culture we are living within, entertaining ourselves with and absorbing.

Don't slam someone who would play this game. However if there's cause to pause and ask questions regarding tone, message and content then bring it up. Interact with the game instead of just critically analyzing it.

Recognize we are all in different places in our spiritual journey, have been shaped by different life experiences and struggle with different issues. (EG: Addictions, self image, abuse, healing, unanswered prayer, and different understandings of God, Jesus, the Holy Spirit, the bible, faith and the Church).

In all of these differences though there are common themes and threads we can all grasp and relate to being physical & spiritual beings. Try to get outside of your own perspective and process content and ideas as through the eyes of young people different than you.