Stroupe

New Media Writing

**CLOSE READING IMPLICATIONS**

**A Definition:** "implication": the conclusion that can be drawn from something, although it is not explicitly stated.

1. Read over the Clint Hocking passage 151.5 -153.5 and circle key words and phrases that seem weighted with meaning, or that suggest implications (at least five).

2. Choose one key word/phrase that has implications for the rest of the passage (and perhaps what Bissell is concerned about in the book generally)

3. Write a few questions that enable you to explore the implications of that key word/phrase in the rest of the passage.

4. How does the passage answer one of those questions in the case of BioShock and Hocking’s/Bissell’s ideas and feelings about it?

5. How might that question be asked about another game or example of New Media?

6. From your own homework, decide on a key word/phrase in one of your quotations that we could use to follow this same critical process. Circle it.  How does this word/phrase imply a “key” to something Bissell’s concerned about in the rest of the book?  What are the implications of that word/phrase?  Why do you want to choose that word as a critical take-away from the experience of reading this book?