



Exercise #2

Games Are Like Books, Part I

In this exercise, you will have a short debate with a partner about whether games are like books.

Instructions:

1. Find a partner that you don't know
2. One of you will flip a coin to determine which sides you will argue. If you get Heads you argue PRO that games are like books. If you get Tails, you argue CON: games are NOT like books.
3. Take two minutes each to make a case for your position.

PRO: Games are like books!

CON: Games are NOT like books!