

# The SLIME Method Analysis Graphical Organizer

APA Citation: \_\_\_\_\_ Developer(s) \_\_\_\_\_. (Release Year). \_\_\_\_\_ Game Title \_\_\_\_\_ [Software].  
 \_\_\_\_\_ Publisher \_\_\_\_\_. Available from \_\_\_\_\_ Website URL \_\_\_\_\_.

Component and Questions	Response	Examples
<p><b>Setting</b>            What is the setting? Where does the game take place? What is the environment like? Is it familiar? Alien? Welcoming? Hostile?</p>		
<p><b>Lead</b>            Who is the lead character, the one that the player embodies? Do they have a personality or history beyond the player? Are they a hero? An antihero? Are they even the most important figure in the narrative?</p>		
<p><b>Influence</b>            How can the player influence the world? What is their agency? What tools are available to the player or protagonist? What is the nature of the game's interactivity?</p>		
<p><b>Mission</b>            What is the player or protagonist's mission? What is the goal that you're trying to accomplish? Is there an item you need to get? A location you need to reach? A mystery you need to solve? An enemy you need to eliminate?</p>		
<p><b>Enemy</b>            Who is the enemy trying to prevent you from accomplishing your mission? What are their motivations? Are they a single figure? A larger mob? Are they truly evil? How do you contend with them? Must you kill them? Can you elude, convince, or outwit them?</p>		