

Gamers

We will begin workshopping our gamers starting **WEEK 7** and concluding at the end of **WEEK 9**. This means we'll need to establish an order of who will go when shortly; before this point, however, we need to establish who will be covering what.

Flexibility is key here: we need 3 stories ready to be workshopped each of the following days:

W7-Tuesday, October 7

W8-Tuesday, October 14

Friday, October 17

W9-Tuesday, October 21

Friday, October 24

Sorry, no, you cannot cover a game if you are on the team.

Task:

STEP 1: Between now and next class, review the schedules for club, intermural and Nor'easter sports:

- **Club Sports:** https://athletics.une.edu/sports/2007/7/16/club_sports.aspx
(Hover over the sport category and investigate if their schedule is available)
- **Intramural Schedule:**
https://athletics.une.edu/sports/2012/11/13/gen_intramural_sched.aspx?id=145
- **Composite Calendar:**
<https://athletics.une.edu/calendar?vtype=list&&tab=2>

STEP 2: Select **3 different games** that you could cover *before, and close to* 3 of our workshop days above; in other words, you have 3 possible opportunities to cover a UNE game and write a timely draft of the story so we can workshop it in class while it's still *reasonably* current.

I will need to make final decisions to get this schedule to work, so help me help us to have successful and timely workshops.

MILLER.

CMM 415

Gamer selection

NAME _____

Please return to class next time with this handout:

FIRST CHOICE (Game/type/day you'd be workshopped):

_____/_____/_____

SECOND CHOICE (Game/type/day you'd be workshopped):

_____/_____/_____

THIRD CHOICE (Game/type/day you'd be workshopped):

_____/_____/_____