

## [The Art of the Review - Episode 29 Reviewing Games](#)

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### [taotrep29reviewinggames.mp3](#)

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Description:

In this episode, [Robert](#) speaks with [Ron Weaver](#), a game programmer and designer and the Technical Design Director at the [Florida Interactive Entertainment Academy at the University of Central Florida](#), about game reviewing and specifically reviews of the game [That Dragon Cancer](#). Ron talks about the difficulty of classifying games, different forms of game reviewing, and the kinds of experiences that games are meant to produce.

#### **Some things mentioned in the episode:**

[That Dragon Cancer](#) the game

Two podcast episodes about That Dragon Cancer, both called The Cathedral: full story from [Reply All](#) and excerpted in [Radiolab](#)

[Wired article on That Dragon Cancer](#)

[Games You Can't Win](#) - A short documentary about the creators of That Dragon Cancer and other game developers who have made personal, autobiographical games

[Metacritic score for That Dragon Cancer](#)

We also mention a [previous episode of The Art of the Review on Film Festivals](#).

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#### **Credits:**

The Art of the Review is produced by [Robert Cassanello](#) and [Yelena Kalinsky](#), and sponsored by [H-Net: Humanities and Social Sciences Online](#) and the [University of Central Florida's Center for Humanities & Digital Research](#).