GAM-150-CC1: Introduction to Game Studies – Fall 2023
Course Syllabus

Meeting Time and Location: Friday, 8:20-11:20 AM, Fine Arts 249
Instructor: Matthew DiMatteo (he/him)
Email: mdimatteo@rider.edu
Office Hours: Tuesday 1:30-3:30, Friday 12-1 or by appointment, Fine Arts 214

Contents

Mutual respect and a commitment to inclusiveness are crucial to a positive learning environment. In this course, we will honor the diversity of all members of the Rider community by fostering a learning environment that is respectful of other classmates based on their identities and past experiences, including race, ethnicity, national origin, gender, sexuality, age, religion, culture, veteran status, and disability. I encourage any student who has concerns about the climate of this classroom or the behavior of others in the class to discuss matters with the instructor or the chair of the instructor's department.

Health and Wellness Resources

Student Health Center: Poyda Hall – healthcenter@rider.edu **609-896-5060**
Counseling Center: Zoerner House – counseling@rider.edu **609-896-5157**
Healthy Broncs Portal – Appointments, Medical Forms
National Suicide and Crisis Lifeline: **Dial 988**
Local Therapy Resources: https://findtreatment.samhsa.gov/
Report an Incident

Tutoring and Accessibility Support

Academic Success Center: Bart Luedeke Center, Suite 237, academicsuccesscenter@rider.edu

Student Accessibility and Support Services: Bart Luedeke Center, Suite 201, accessibility@rider.edu

Course Description

Introduction to Game Studies explores the history, technology, and culture of digital games. Students analyze games from each period in game history, identifying structural elements and discussing cultural ramifications. Through writing, discussion, and oral presentation, students examine issues such as race, gender, and representation in games, the impact of violence and graphic content, game preservation and digital rights management, crunch culture and equality in the game industry, and modern trends such as micro-transactions, livestreaming, speedrunning, and esports.

Course Learning Goals

Students will:

1. Understand the history of games and game development.
2. Explore the role of games in human society and culture.
3. Analyze games from a formal (structural) perspective.
4. Evaluate games critically and objectively.
5. Contextualize the impact of game technologies.
6. Understand the relationship between game experience and delivery platform.
7. Explore the representation of players in a digital, social medium.
8. Critique practices in the gaming industry.
9. Understand modern trends in game design and development.
10. Construct, communicate, and pitch an original game design.

Course Requirements

1. Students will be expected to arrive to class on time, participate in class discussions and workshops, present, discuss, and defend ideas, and complete assignments by the date due. In the event of absence, students are responsible for communicating with the instructor in a timely manner, catching up on material covered in class, and completing any missed assignments.
2. Students should expect to spend a few hours per week outside of class time to complete assignments. Students are strongly encouraged to work consistently throughout the semester. Always take into account lab hours and possible technical problems when planning the time you will spend on assignments.
3. Students are responsible for saving and backing up their work, and are strongly encouraged to utilize multiple backup locations, such as external hard drives and cloud storage services (such as Google Drive, Dropbox, etc.) in addition to personal computers. Because students are expected to routinely back up their files, the loss of data is not considered an acceptable excuse for late or missing work.

Course Materials

1. **Canvas** – Resources such as class slides and other materials will be posted in the Files section. Assignment instructions and submission can be found in the Assignments section. The Announcements section will be used to post notifications on weather-related scheduling changes or any other news relevant to the class. Any announcements made will also be copied as a class-wide email.
2. **External Storage** – Highly recommended for storing and transferring files (useful not only for this course). A personal Google account includes 15 GB of free cloud storage. iCloud and Microsoft OneDrive offer 5 GB of free cloud storage. A physical external storage device is also recommended. A 1 TB drive can be a good personal investment for storing files beyond the scope of this course. Keep in mind that these drives may need to be formatted. View these slides on Canvas for detailed instructions on the formatting process.
3. **Sketchbook/Notebook** – Recommended for sketching out concepts, jotting down notes.

Assignments

Individual students' grades will be determined as a percentage out of the **500 points possible** to be earned on the following assignments:

- **Presentations – 3 for 150 pts (30% of Semester Grade)**
  - Presentation #1 – Representation in Games – Students individually choose between topics related to avatars and online gaming to examine how our experience is shaped by symbols
  - Presentation #2 – Gaming in Modern Society – In groups, students present on topics such as video game livestreaming, speedrunning, and esports, as well as issues pertaining to game industry culture such as crunch, equality, and diversity.
  - Presentation #3 – Original Game Concept – Individually, students develop on paper the idea for a digital game and present the concept to the class.
- **Game Reviews – 3 for 120 pts (24% of Semester Grade)** – Students will objectively evaluate the experience offered by particular games. Students will review one game with a non-traditional control scheme, one independently developed game, and one game utilizing an open world.
- **Discussion Responses – 6 for 100 pts (20% of Semester Grade)** – Students respond briefly to weekly discussion questions on topics ranging from design principles to the sociocultural impact of video games.
- **Historical Analyses – 3 for 90 pts (18% of Semester Grade)** – Students will deconstruct games from various periods in game history and discuss the cultural impact of each. Students will analyze one analog game, one game from the arcade "golden age" or "8-bit era", and one that was influential in the first "console wars" between Nintendo and Sega during the early 1990s.
- **Participation – 40 pts (8% of Semester Grade)** – Students are expected to attend class on time, treat others with respect, pay attention during lectures and presentations, complete assignments regularly, and contribute to discussions. View the full criteria on Canvas.

Download Assignments Guide

View the Assignments section on Canvas for full assignment instructions

Late Work Policy

- All assignments (unless otherwise specified) must be submitted electronically to Canvas by 11:59 PM on the date due.
- Assignments turned in **less than one week late** will be subject to a **5% late penalty**.
- Assignments turned in **more than one week late** will be subject to a **10% late penalty**.
  - This *late penalty is capped at 10%, meaning students can still receive up to 90% credit on any late assignment no matter how late it is. Late work will be accepted until the end of the semester*.
  - My goal is to give students every opportunity to benefit from coursework. Please note that late work policies will likely differ in your other courses and are determined by individual instructors.
- Assignments not turned in at all will receive a grade of 0.

Grading Scale

A	93.50-100%	(468-500 pts)
A-	89.50-93.49%	(448-467 pts)
B+	86.50-89.49%	(433-447 pts)
B	83.50-86.59%	(418-432 pts)
B-	79.50-83.49%	(398-417 pts)
C+	76.50-79.49%	(383-397 pts)
C	73.50-76.49%	(368-382 pts)
C-	69.50-73.49%	(348-367 pts)
D	59.50-69.49%	(298-347 pts)
F	0-59.49%	(0-297 pts)

Students must earn a **D or higher to pass the course** and receive credit; however, students are strongly encouraged to earn a C or higher in each of their courses in order to maintain the necessary Grade Point Average of 2.0 or higher to avoid being placed on Academic Probation.

Assignments by Category

Presentations – 3 for 150 pts (30% of Semester Grade)

Due Nov. 3:   Presentation #1 – Representation in Games   (50 pts / 10% of Semester Grade)

Due Dec. 1:   Presentation #2 – Gaming in Modern Society   (50 pts / 10% of Semester Grade)

Due Dec. 12:   Presentation #3 – Original Game Concept   (50 pts / 10% of Semester Grade)

Game Reviews – 3 for 120 pts (24% of Semester Grade)

Due Oct. 27:   Game Review #1 – Non-Traditional Control Schemes   (40 pts / 8% of Semester Grade)

Due Nov. 10:   Game Review #2 – Indie Games   (40 pts / 8% of Semester Grade)

Due Nov. 17:   Game Review #3 – Open World Games   (40 pts / 8% of Semester Grade)

Discussion Responses – 6 for 100 pts (20% of Semester Grade)

Due Sep. 29:   Discussion Response #1 – Mascots and Marketing   (15 pts / 3% of Semester Grade)

Due Oct. 6:   Discussion Response #2 – Post-Crash Gaming   (15 pts / 3% of Semester Grade)

Due Oct. 13:   Discussion Response #3 – Realism and Graphic Content   (15 pts / 3% of Semester Grade)

Due Oct. 20:   Discussion Response #4 – 3D Pioneers   (15 pts / 3% of Semester Grade)

Due Nov. 10:   Discussion Response #5 – Game Preservation and DRM   (24 pts / 4.8% of Semester Grade)

Due Dec. 8:   Discussion Response #6 – Game Industry Culture   (16 pts / 3.2% of Semester Grade)

Historical Analyses – 3 for 90 pts (18% of Semester Grade)

Due Sep. 22:   Historical Analysis #1 – Analog Games   (30 pts / 6% of Semester Grade)

Due Oct. 6:   Historical Analysis #2 – The 8-Bit Era   (30 pts / 6% of Semester Grade)

Due Oct. 13:   Historical Analysis #3 – The Console Wars   (30 pts / 6% of Semester Grade)

Participation – 40 pts (8% of Semester Grade)

No submission; assessed at end of semester – view criteria on Canvas

Assignments Calendar

Date Due	Assignment	Points Possible
Sep. 22	Historical Analysis #1 – Analog Games	30 pts (6% of Semester Grade)
Sep. 29	Discussion Response #1 – Mascots and Marketing	15 pts (3% of Semester Grade)
Oct. 6	Historical Analysis #2 – The 8-Bit Era	30 pts (6% of Semester Grade)
	Discussion Response #2 – Post-Crash Gaming	15 pts (3% of Semester Grade)
Oct. 13	Historical Analysis #3 – The Console Wars	30 pts (6% of Semester Grade)
	Discussion Response #3 – Realism and Graphic Content	15 pts (3% of Semester Grade)
Oct. 20	Discussion Response #4 – 3D Pioneers	15 pts (3% of Semester Grade)
Oct. 27	Game Review #1 – Non-Traditional Control Schemes	40 pts (8% of Semester Grade)
Nov. 3	Presentation #1 – Representation in Games	50 pts (10% of Semester Grade)
Nov. 10	Game Review #2 – Indie Games	40 pts (8% of Semester Grade)
	Discussion Response #5 – Game Preservation and DRM	24 pts (4.8% of Semester Grade)
Nov. 17	Game Review #3 – Open World Games	40 pts (8% of Semester Grade)
Dec. 1	Presentation #2 – Gaming in Modern Society	50 pts (10% of Semester Grade)
Dec. 8	Discussion Response #6 – Game Industry Culture	16 pts (3.2% of Semester Grade)
Dec. 12	Presentation #3 – Original Game Concept	50 pts (10% of Semester Grade)
	Participation	40 pts (8% of Semester Grade)
		500 pts total

Historical Analysis #1 – Analog Games
30 pts (6% of Semester Grade)
Due Sep. 22

Choose a **physical** (analog) game from **one** of the following genres: Dice, Tile, Card, or Board game and address the following:

20 pts: Identify the **structural elements** that make the game function:
- **2 pts**: How many **players** is the game intended for?
  - 2 pts = The question is answered clearly and completely
  - 1 pt = The question is partially answered, or is answered somewhat unclearly
  - 0 pts = The question is not answered at all, or the answer is unintelligible
- **2 pts**: What is the **main objective** of the game?
  - 2 pts = The question is answered clearly and completely
  - 1 pt = The question is partially answered, or is answered somewhat unclearly
  - 0 pts = The question is not answered at all, or the answer is unintelligible
- **2 pts**: Are there any **sub-goals** or minor objectives?
  - 2 pts = The question is answered clearly and completely (or is non-applicable)
  - 1 pt = The question is partially answered, or is answered somewhat unclearly
  - 0 pts = The question is not answered at all, or the answer is unintelligible
- **3 pts**: What are the **procedures** – what do players do in order to play the game?
  - 3 pts = The question is answered clearly and in thorough detail
  - 2 pts = The question is answered clearly but not in great detail
  - 1 pt = The question is answered only very slightly, or is answered unclearly
  - 0 pts = The question is not answered at all, or the answer is unintelligible
- **3 pts**: What are the key **rules** that make the game function?
  - 3 pts = The question is answered clearly and in thorough detail
  - 2 pts = The question is answered clearly but not in great detail
  - 1 pt = The question is answered only very slightly, or is answered unclearly
  - 0 pts = The question is not answered at all, or the answer is unintelligible
- **3 pts**: What **resources** do players have? How must the player **manage** them, and how are they **valuable**?
  - 3 pts = The question is answered clearly and in thorough detail
  - 2 pts = The question is answered clearly but not in great detail
  - 1 pt = The question is answered only very slightly, or is answered unclearly
  - 0 pts = The question is not answered at all, or the answer is unintelligible
- **3 pts**: What is the primary source of **conflict**, and how does this determine the **challenge** presented by the game? How does difficulty **change** over the course of the game, or does it remain constant throughout?
  - 3 pts = The question is answered clearly and in thorough detail
  - 2 pts = The question is answered clearly but not in great detail
  - 1 pt = The question is answered only very slightly, or is answered unclearly
  - 0 pts = The question is not answered at all, or the answer is unintelligible
- **2 pts**: How is the **outcome** measured? How are **winners** and **losers** determined?
  - 2 pts = The question is answered clearly and completely
  - 1 pt = The question is partially answered, or is answered somewhat unclearly
  - 0 pts = The question is not answered at all, or the answer is unintelligible

10 pts: Please discuss the game's **cultural impact**:

- **2 pts**: How **popular** was the game?
  - ○ 2 pts = The question is answered clearly and completely
  - ○ 1 pt = The question is partially answered, or is answered somewhat unclearly
  - ○ 0 pts = The question is not answered at all, or the answer is unintelligible
- **3 pts**: Has this game **inspired** other games or genres? Has it been translated into **digital** form? What **mechanics** or **conventions** did it **introduce**? What elements have been **borrowed** from it?
  - ○ 3 pts = The question is answered clearly and in thorough detail (or is non-applicable)
  - ○ 2 pts = The question is answered clearly but not in great detail
  - ○ 1 pt = The question is answered only very slightly, or is answered unclearly
  - ○ 0 pts = The question is not answered at all, or the answer is unintelligible
- **2 pts**: Have there been **different versions** of this game released? **How** do they differ? **Why** do you think these versions were created?
  - ○ 2 pts = The question is answered clearly and completely (or us non-applicable)
  - ○ 1 pt = The question is partially answered, or is answered somewhat unclearly
  - ○ 0 pts = The question is not answered at all, or the answer is unintelligible
- **3 pts**: What is the story of the **development** behind this game? What **inspired** it?
  - ○ 3 pts = The question is answered clearly and in thorough detail (or is non-applicable)
  - ○ 2 pts = The question is answered clearly but not in great detail
  - ○ 1 pt = The question is answered only very slightly, or is answered unclearly
  - ○ 0 pts = The question is not answered at all, or the answer is unintelligible

Please post your response as a reply to the discussion topic on Canvas by 11:59 PM on the due date listed above.

Discussion Response #1 – Mascots and Marketing
15 pts (3% of Semester Grade)
Due Sep. 29

The "golden age" of arcade video games saw the introduction of a number of characters that became popular cultural icons. Consider games like *Pac-Man*, *Donkey Kong*, and *Q*bert* and respond to the following questions:

- **3 pts**: What was the **immediate** cultural impact of these games?
  - 3 pts = The question is answered clearly and in thorough detail
  - 2 pts = The question is answered clearly but not in great detail
  - 1 pt = The question is answered only very slightly, or is answered unclearly
  - 0 pts = The question is not answered at all, or the answer is unintelligible
- **3 pts**: What was the **lasting** impact of these games?
  - 3 pts = The question is answered clearly and in thorough detail
  - 2 pts = The question is answered clearly but not in great detail
  - 1 pt = The question is answered only very slightly, or is answered unclearly
  - 0 pts = The question is not answered at all, or the answer is unintelligible
- **3 pts**: Cite some **examples** in film, television, literature, etc. of how these games permeated other media.
  - 3 pts = Multiple examples cited clearly (or non-applicable)
  - 2 pts = Multiple examples cited, but somewhat unclearly
  - 1 pt = One example cited, or example(s) cited very unclearly
  - 0 pts = No examples cited, or are cited unintelligibly
- **3 pts**: How did companies leverage the protagonists of these games as **merchandising** tools? What made this possible?
  - 3 pts = The question is answered clearly and in thorough detail
  - 2 pts = The question is answered clearly but not in great detail
  - 1 pt = The question is answered only very slightly, or is answered unclearly
  - 0 pts = The question is not answered at all, or the answer is unintelligible
- **3 pts**: How does the impact of these classic-era icons **compare** to that of modern video game icons?
  - 3 pts = The question is answered clearly and in thorough detail
  - 2 pts = The question is answered clearly but not in great detail
  - 1 pt = The question is answered only very slightly, or is answered unclearly
  - 0 pts = The question is not answered at all, or the answer is unintelligible

Please post your response as a reply to the discussion topic on Canvas by 11:59 PM on the due date listed above.

Historical Analysis #2 – The 8-Bit Era

30 pts (6% of Semester Grade)

Due Oct. 6

Choose a game published during the arcade "golden age" of the late 1970s/early 1980s or a game from the "8-bit era" of the mid-to-late 1980s and address the following:

20 pts: Identify the **structural elements** that make the game function:

- **2 pts**: How many **players** is the game intended for?
  - 2 pts = The question is answered clearly and completely
  - 1 pt = The question is partially answered, or is answered somewhat unclearly
  - 0 pts = The question is not answered at all, or the answer is unintelligible
- **2 pts**: What is the **main objective** of the game?
  - 2 pts = The question is answered clearly and completely
  - 1 pt = The question is partially answered, or is answered somewhat unclearly
  - 0 pts = The question is not answered at all, or the answer is unintelligible
- **2 pts**: Are there any **sub-goals** or minor objectives?
  - 2 pts = The question is answered clearly and completely (or is non-applicable)
  - 1 pt = The question is partially answered, or is answered somewhat unclearly
  - 0 pts = The question is not answered at all, or the answer is unintelligible
- **3 pts**: What are the **procedures** – what do players do in order to play the game?
  - 3 pts = The question is answered clearly and in thorough detail
  - 2 pts = The question is answered clearly but not in great detail
  - 1 pt = The question is answered only very slightly, or is answered unclearly
  - 0 pts = The question is not answered at all, or the answer is unintelligible
- **3 pts**: What are the key **rules** that make the game function?
  - 3 pts = The question is answered clearly and in thorough detail
  - 2 pts = The question is answered clearly but not in great detail
  - 1 pt = The question is answered only very slightly, or is answered unclearly
  - 0 pts = The question is not answered at all, or the answer is unintelligible
- **3 pts**: What **resources** do players have? How must the player **manage** them, and how are they **valuable**?
  - 3 pts = The question is answered clearly and in thorough detail
  - 2 pts = The question is answered clearly but not in great detail
  - 1 pt = The question is answered only very slightly, or is answered unclearly
  - 0 pts = The question is not answered at all, or the answer is unintelligible
- **3 pts**: What is the primary source of **conflict**, and how does this determine the **challenge** presented by the game? How does difficulty **change** over the course of the game, or does it remain constant throughout?
  - 3 pts = The question is answered clearly and in thorough detail
  - 2 pts = The question is answered clearly but not in great detail
  - 1 pt = The question is answered only very slightly, or is answered unclearly
  - 0 pts = The question is not answered at all, or the answer is unintelligible
- **2 pts**: How is the **outcome** measured? How are **winners** and **losers** determined?
  - 2 pts = The question is answered clearly and completely
  - 1 pt = The question is partially answered, or is answered somewhat unclearly
  - 0 pts = The question is not answered at all, or the answer is unintelligible

10 pts: Please discuss the game's **cultural impact**:
- **2 pts**: How **popular** was the game? How was it critically received?
    - 2 pts = The question is answered clearly and completely
    - 1 pt = The question is partially answered, or is answered somewhat unclearly
    - 0 pts = The question is not answered at all, or the answer is unintelligible
- **5 pts**: Has this game **inspired** other games or genres? Did this game mark the beginning of a new **series** or **franchise**? What **mechanics** or **conventions** did it **introduce**? What elements have been **borrowed** from it?
    - 5 pts = The question is answered clearly and in thorough detail (or is non-applicable)
    - 4 pts = The question is answered clearly and in decent detail
    - 3 pts = The question is answered clearly but not in great detail
    - 2 pts = The question is answered only very slightly, or is answered unclearly
    - 1 pt = The question is barely answered at all, or is answered very unclearly
    - 0 pts = The question is not answered at all, or the answer is unintelligible
- **3 pts**: Has this game permeated **popular culture** such as films, television, literature, memes, etc.?
    - 3 pts = Multiple examples cited clearly (or non-applicable)
    - 2 pts = Multiple examples cited, but somewhat unclearly
    - 1 pt = One example cited, or example(s) cited very unclearly
    - 0 pts = No examples cited, or are cited unintelligibly

Please post your response as a reply to the discussion topic on Canvas by 11:59 PM on the due date listed above.

Discussion Response #2 – Post-Crash Gaming

15 pts (3% of Semester Grade)

Due Oct. 6

The video game crash of 1983 had a dramatic and wide-ranging impact on the development and consumption of digital games, including third-party development, computer and online gaming, and home console gaming.

Please respond to the following questions:

- **3 pts**: How did the **home console recovery** begin? Which **publishers** and **developers** contributed to this?
  - 3 pts = The question is answered clearly and in thorough detail, with examples of contributing publishers/developers
  - 2 pts = The question is answered clearly but not in great detail or lacking examples
  - 1 pt = The question is answered only very slightly, or is answered unclearly or with no examples
  - 0 pts = The question is not answered at all, or the answer is unintelligible
- **3 pts**: How did the Nintendo Entertainment System avoid the pitfalls that led to the Atari 2600's decline?
  - 3 pts = The question is answered clearly and in thorough detail
  - 2 pts = The question is answered clearly but not in great detail
  - 1 pt = The question is answered only very slightly, or is answered unclearly
  - 0 pts = The question is not answered at all, or the answer is unintelligible
- **3 pts**: What were some of the emerging game **genres**? Include at least **one title** as an example for each.
  - 3 pts = The question is answered clearly and in thorough detail with multiple examples of genres and one title for each
  - 2 pts = The question is answered clearly but not in great detail or lacking examples
  - 1 pt = The question is answered only very slightly, or is answered unclearly or with no examples
  - 0 pts = The question is not answered at all, or the answer is unintelligible
- **3 pts**: What was the landscape of **computer/online** gaming during this time (mid-to-late 1980s)?
  - 3 pts = The question is answered clearly and in thorough detail
  - 2 pts = The question is answered clearly but not in great detail
  - 1 pt = The question is answered only very slightly, or is answered unclearly
  - 0 pts = The question is not answered at all, or the answer is unintelligible
- **3 pts**: Do you think video games will ever experience a crash like this **again**? Why or why not?
  - 3 pts = The question is answered clearly and in thorough detail
  - 2 pts = The question is answered clearly but not in great detail
  - 1 pt = The question is answered only very slightly, or is answered unclearly
  - 0 pts = The question is not answered at all, or the answer is unintelligible

Please post your response as a reply to the discussion topic on Canvas by 11:59 PM on the due date listed above.

Historical Analysis #3 – The Console Wars
30 pts (6% of Semester Grade)
Due Oct. 13

Choose a game published during the fourth console generation ("16-bit era") that played a role in the first "console war" between Nintendo and Sega and address the following:

20 pts: Identify the **structural elements** that make the game function:
- **2 pts**: How many **players** is the game intended for?
  - 2 pts = The question is answered clearly and completely
  - 1 pt = The question is partially answered, or is answered somewhat unclearly
  - 0 pts = The question is not answered at all, or the answer is unintelligible
- **2 pts**: What is the **main objective** of the game?
  - 2 pts = The question is answered clearly and completely
  - 1 pt = The question is partially answered, or is answered somewhat unclearly
  - 0 pts = The question is not answered at all, or the answer is unintelligible
- **2 pts**: Are there any **sub-goals** or minor objectives?
  - 2 pts = The question is answered clearly and completely (or is non-applicable)
  - 1 pt = The question is partially answered, or is answered somewhat unclearly
  - 0 pts = The question is not answered at all, or the answer is unintelligible
- **3 pts**: What are the **procedures** – what do players do in order to play the game?
  - 3 pts = The question is answered clearly and in thorough detail
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  - 2 pts = The question is answered clearly but not in great detail
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  - 0 pts = The question is not answered at all, or the answer is unintelligible

10 pts: Please discuss the game's **cultural impact**:
- **2 pts**: How **popular** was the game? How was it critically received?
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- **3 pts**: Has this game **inspired** other games or genres? Did this game mark the beginning of a new **series** or **franchise**? What **mechanics** or **conventions** did it **introduce**? What elements have been **borrowed** from it?
    - 3 pts = The question is answered clearly and in thorough detail (or is non-applicable)
    - 2 pts = The question is answered clearly but not in great detail
    - 1 pt = The question is answered only very slightly, or is answered unclearly
    - 0 pts = The question is not answered at all, or the answer is unintelligible
- **2 pts**: Has this game permeated **popular culture** such as films, television, literature, memes, etc.?
    - 2 pts = Multiple examples cited clearly (or non-applicable)
    - 1 pt = One example cited, or example(s) cited very unclearly
    - 0 pts = No examples cited, or are cited unintelligibly
- **3 pts**: How did this game **influence** the "console war" between Nintendo and Sega? Did it help one side win? Cause the other side to retaliate?
    - 3 pts = The question is answered clearly and in thorough detail (or is non-applicable)
    - 2 pts = The question is answered clearly but not in great detail
    - 1 pt = The question is answered only very slightly, or is answered unclearly
    - 0 pts = The question is not answered at all, or the answer is unintelligible

Please post your response as a reply to the discussion topic on Canvas by 11:59 PM on the due date listed above.

Discussion Response #3 – Realism and Graphic Content

15 pts (3% of Semester Grade)

Due Oct. 13

The "16-bit" era saw considerable advances in graphics. However, as games became more realistic, so too did depictions of violence.

Please respond to the following questions:

- **3 pts**: **When** did violence in games first become a concern? **Why** then?
    - 3 pts = The question is answered clearly and in thorough detail with reasoning provided
    - 2 pts = The question is answered clearly but not in great detail or without reasoning
    - 1 pt = The question is answered only very slightly, or is answered unclearly
    - 0 pts = The question is not answered at all, or the answer is unintelligible
- **3 pts**: Which **games/genres** were particularly prone to depictions of violence?
    - 3 pts = The question is answered clearly and in thorough detail, with examples cited
    - 2 pts = The question is answered clearly but not in great detail or lacking examples
    - 1 pt = The question is answered only very slightly, or is answered unclearly
    - 0 pts = The question is not answered at all, or the answer is unintelligible
- **3 pts**: What measures were taken to **regulate** violence and other content in games?
    - 3 pts = The question is answered clearly and in thorough detail, with examples cited
    - 2 pts = The question is answered clearly but not in great detail or lacking examples
    - 1 pt = The question is answered only very slightly, or is answered unclearly
    - 0 pts = The question is not answered at all, or the answer is unintelligible
- **3 pts**: In what ways do people argue that violence in games **negatively** impacts society? Do not choose a side; rather, evaluate the arguments on both sides.
    - 3 pts = The question is answered clearly and in thorough detail
    - 2 pts = The question is answered clearly but not in great detail
    - 1 pt = The question is answered only very slightly, or is answered unclearly
    - 0 pts = The question is not answered at all, or the answer is unintelligible
- **3 pts**: Can it be argued that violence in games could **positively** impact society? Do not choose a side; rather, evaluate the arguments on both sides.
    - 3 pts = The question is answered clearly and in thorough detail
    - 2 pts = The question is answered clearly but not in great detail
    - 1 pt = The question is answered only very slightly, or is answered unclearly
    - 0 pts = The question is not answered at all, or the answer is unintelligible

Please post your response as a reply to the discussion topic on Canvas by 11:59 PM on the due date listed above.

Discussion Response #4 – 3D Pioneers

15 pts (3% of Semester Grade)

Due Oct. 20

The 1990s and early 2000s saw substantial developments in 3D graphics. As a result, many existing franchises explored transitioning from two-dimensional environments to three-dimensional environments, and several genres cemented themselves in this era.

Please respond to the following questions:

- **5 pts**: How was **gameplay** changed as a result of this shift to 3D? What **new** mechanics became possible? Cite specific games as examples.
  - 5 pts = The question is answered clearly and in thorough detail with multiple examples
  - 4 pts = The question is answered clearly and in decent detail with multiple examples
  - 3 pts = The question is answered clearly but not in great detail or with only one example
  - 2 pts = The question is answered only very slightly, or is answered unclearly or without examples
  - 1 pt = The question is barely answered at all, or is answered very unclearly
  - 0 pts = The question is not answered at all, or the answer is unintelligible
- **5 pts**: Which **genres** benefitted the most from the shift to 3D? Why?
  - 5 pts = The question is answered clearly and in thorough detail
  - 4 pts = The question is answered clearly and in decent detail
  - 3 pts = The question is answered clearly but not in great detail
  - 2 pts = The question is answered only very slightly, or is answered unclearly
  - 1 pt = The question is barely answered at all, or is answered very unclearly
  - 0 pts = The question is not answered at all, or the answer is unintelligible
- **5 pts**: Do you think there was anything **lost** in this transition to 3D? That is, are there some things that are only possible, or more effective, in two-dimensional environments? Why do some franchises that explored three-dimensional gameplay in this era **still** release occasional 2D games?
  - 5 pts = The question is answered clearly and in thorough detail
  - 4 pts = The question is answered clearly and in decent detail
  - 3 pts = The question is answered clearly but not in great detail
  - 2 pts = The question is answered only very slightly, or is answered unclearly
  - 1 pt = The question is barely answered at all, or is answered very unclearly
  - 0 pts = The question is not answered at all, or the answer is unintelligible

Please post your response as a reply to the discussion topic on Canvas by 11:59 PM on the due date listed above.

Game Review #1 – Non-Traditional Control Schemes
40 pts (8% of Semester Grade)
Due Oct. 27

Choose a game that makes use of some **alternate control scheme** – **motion** or **touch controls** instead of a traditional controller or mouse/keyboard and address the following:

14 pts: Identify the **structural elements** that make the game function:
- **2 pts**: What is the **main objective** of the game?
  - 2 pts = The question is answered clearly and completely
  - 1 pt = The question is partially answered, or is answered somewhat unclearly
  - 0 pts = The question is not answered at all, or the answer is unintelligible
- **3 pts**: What are the **procedures** – what do players do in order to play the game?
  - 3 pts = The question is answered clearly and in thorough detail
  - 2 pts = The question is answered clearly but not in great detail
  - 1 pt = The question is answered only very slightly, or is answered unclearly
  - 0 pts = The question is not answered at all, or the answer is unintelligible
- **3 pts**: What are the key **rules** that make the game function?
  - 3 pts = The question is answered clearly and in thorough detail
  - 2 pts = The question is answered clearly but not in great detail
  - 1 pt = The question is answered only very slightly, or is answered unclearly
  - 0 pts = The question is not answered at all, or the answer is unintelligible
- **3 pts**: What **resources** do players have? How must the player **manage** them, and how are they **valuable**?
  - 3 pts = The question is answered clearly and in thorough detail
  - 2 pts = The question is answered clearly but not in great detail
  - 1 pt = The question is answered only very slightly, or is answered unclearly
  - 0 pts = The question is not answered at all, or the answer is unintelligible
- **3 pts**: What is the primary source of **conflict**, and how does this determine the **challenge** presented by the game? How does difficulty **change** over the course of the game, or does it remain constant throughout?
  - 3 pts = The question is answered clearly and in thorough detail
  - 2 pts = The question is answered clearly but not in great detail
  - 1 pt = The question is answered only very slightly, or is answered unclearly
  - 0 pts = The question is not answered at all, or the answer is unintelligible

17 pts: Objectively **evaluate the experience** offered by the game:
- **3 pts**: In your opinion, is the game **fun**? **Why** or why not? Cite **specific factors** as reasons.
  - 3 pts = The question is answered clearly and in thorough detail with specific factors cited
  - 2 pts = The question is answered clearly but not in great detail or without reasons provided
  - 1 pt = The question is answered only very slightly, or is answered unclearly
  - 0 pts = The question is not answered at all, or the answer is unintelligible
- **3 pts**: What is the greatest **strength** of the game, and what is its greatest **weakness**?
  - 3 pts = The question is answered clearly and in thorough detail; both a strength and weakness are cited
  - 2 pts = The question is answered clearly but not in great detail, or either the strength or weakness is not cited
  - 1 pt = The question is answered only very slightly, or is answered unclearly
  - 0 pts = The question is not answered at all, or the answer is unintelligible

- **3 pts**: How would you rate the **gameplay**? Are the **controls** easy to learn and use?
  - 3 pts = The question is answered clearly and in thorough detail
  - 2 pts = The question is answered clearly but not in great detail
  - 1 pt = The question is answered only very slightly, or is answered unclearly
  - 0 pts = The question is not answered at all, or the answer is unintelligible
- **3 pts**: Does the game do anything **unique**, **special**, or **novel**, or is it largely **derivative**? Are the core **mechanics** new, or borrowing from previous games? Does the game address an intriguing **theme** or deliver a **message**? If the game is derivative, is this actually a problem, or does it execute on established conventions well enough that it does not matter (in your opinion)?
  - 3 pts = The question is answered clearly and in thorough detail
  - 2 pts = The question is answered clearly but not in great detail
  - 1 pt = The question is answered only very slightly, or is answered unclearly
  - 0 pts = The question is not answered at all, or the answer is unintelligible
- **3 pts**: Is there a primary **narrative** to the game? If so, what does it **add** to the overall experience?
  - 3 pts = The question is answered clearly and in thorough detail (or is non-applicable)
  - 2 pts = The question is answered clearly but not in great detail
  - 1 pt = The question is answered only very slightly, or is answered unclearly
  - 0 pts = The question is not answered at all, or the answer is unintelligible
- **1 pt**: Rate the game on a scale of 0 to 10 (10 being highest)
  - 1 pt = A quantitative rating is provided
  - 0 pts = No rating is provided
- **1 pt**: Would you **recommend** this game to a friend? For example, should they: Complete it? Buy it? Try it before deciding on whether to purchase it? Pass on it entirely?
  - 1 pt = A clear recommendation is provided
  - 0 pts = No recommendation is provided, or the recommendation is unclear

9 pts: Discuss how the **control scheme** affects the overall experience of the game:

- **3 pts**: Did this game represent a franchise or genre's **first attempt** at an **alternate** control scheme? What aspects had to be **changed**? Was it **successful**? Why, or why not?
  - 3 pts = The question is answered clearly and in thorough detail
  - 2 pts = The question is answered clearly but not in great detail
  - 1 pt = The question is answered only very slightly, or is answered unclearly
  - 0 pts = The question is not answered at all, or the answer is unintelligible
- **3 pts**: Did this game make any **contributions** to gameplay innovation? Were its methods **copied** by others?
  - 3 pts = The question is answered clearly and in thorough detail
  - 2 pts = The question is answered clearly but not in great detail
  - 1 pt = The question is answered only very slightly, or is answered unclearly
  - 0 pts = The question is not answered at all, or the answer is unintelligible
- **3 pts**: **Why** do you think the developers chose this control scheme? What is **possible** with these controls that is not possible with traditional controls? Is there an **option** to play with **traditional** controls?
  - 3 pts = The question is answered clearly and in thorough detail
  - 2 pts = The question is answered clearly but not in great detail
  - 1 pt = The question is answered only very slightly, or is answered unclearly
  - 0 pts = The question is not answered at all, or the answer is unintelligible

Please post your response as a reply to the discussion topic on Canvas by 11:59 PM on the due date listed above.

Presentation #1 – Representation in Games
50 pts (10% of Semester Grade)
Due Nov. 3

Background

While playing a digital game, players are represented visually in a virtual game world. In the early days of *Pong*, this representation took a simplistic form: white lines to represent each player's paddle and a dot to represent the ball. In the 8-bit era, rudimentary sprites such as Mario were used to depict the player character. But as technology has advanced, the potential for representation has grown dramatically. Many modern games attempt realism with high-definition graphics. Additionally, the development of online play brings players together into a virtual space, represented by avatars.

With this level of sophistication come many consequences. In a space where players are represented with a high degree of realism, the demand for character customization has led to systems where players can determine their in-game appearance in great detail. The parameters of a player's appearance – hair style, eye color, skin tone, body type, clothing, etc. – has opened a discussion on topics such as race, gender, and body image.

Furthermore, when players gather in a virtual space online, the inherent anonymity of the interaction can lead players to behave differently than they would in physical space (IRL), resulting in the potential for verbal abuse and bullying in some cases.

Finally, the nature of the content and gameplay in many online games also brings with it some serious consequences. Violence in games – particularly now that it can be represented more realistically – has become a divisive issue, with some arguing that violent content in games can promote violent behavior in real life.

Instructions

Individually, choose **one** of these topics and prepare a **10 minute presentation**:
- Avatar as Representation in Games – Race, Gender, Body Image, etc.
- Online Anonymity and Bullying
- The Impact of Violence / Graphic Content in Games

Organize your presentation as a **slideshow** using Google Slides, PowerPoint, Keynote, or any other tool that you prefer. Use **imagery**, **statistics**, **video** footage, etc. to support your discussion. No written component will be required; however, you may find it helpful to include **notes** for yourself for each slide. Include at least **one discussion question** for the class to consider.

50 pts: In your presentation:

- **5 pts**: Discuss the **history** of this issue – **when** did it first come to prominence, and **why**? Which **factors** led to its emergence?
  - ○ 5 pts = The point is addressed clearly and in thorough detail
  - ○ 4 pts = The point is addressed clearly and in decent detail
  - ○ 3 pts = The point is addressed clearly but not in great detail
  - ○ 2 pts = The point is addressed only very slightly, or is addressed unclearly
  - ○ 1 pt = The point is barely addressed at all, or is addressed very unclearly
  - ○ 0 pts = The point is not addressed at all, or is addressed unintelligibly
- **5 pts**: Cite specific **games** and/or **genres** where this issue has become most prevalent, or analyze how this issue pertains to a single game and/or genre in greater depth.
  - ○ 5 pts = The point is addressed clearly and in thorough detail with multiple examples
  - ○ 4 pts = The point is addressed clearly and in decent detail with multiple examples
  - ○ 3 pts = The point is addressed clearly but not in great detail or with only one example
  - ○ 2 pts = The point is addressed only very slightly, or is answered addressed or without examples
  - ○ 1 pt = The point is barely addressed at all, or is addressed very unclearly
  - ○ 0 pts = The point is not addressed at all, or is addressed unintelligibly
- **5 pts**: Provide **statistics** where relevant and demonstrate that significant **research** has been done on the topic
  - ○ 5 pts = It is clear that diligent research went into the presentation; statistics, dates, historical figures, events, and other examples are included throughout
  - ○ 4 pts = It is clear that diligent research went into the presentation, but more specifics would be nice in terms of statistics, dates, historical figures, events, and other examples
  - ○ 3 pts = Some research was clearly done, but not very thoroughly; more specifics are needed in terms of statistics, dates, historical figures, events, and other examples
  - ○ 2 pts = It appears that not much research was done on the topic; there are very few specifics in terms of statistics, dates, historical figures, events, and other examples
  - ○ 1 pt = Barely any research at all was done on the topic; there are almost no specifics in terms of statistics, dates, historical figures, events, and other examples
  - ○ 0 pts = No research whatsoever was done on the topic; there are no specifics in terms of statistics, dates, historical figures, events, and other examples
- **5 pts**: Discuss the **impact** this issue has had on society. What **role** do games play in it?
  - ○ 5 pts = The point is addressed clearly and in thorough detail
  - ○ 4 pts = The point is addressed clearly and in decent detail
  - ○ 3 pts = The point is addressed clearly but not in great detail
  - ○ 2 pts = The point is addressed only very slightly, or is addressed unclearly
  - ○ 1 pt = The point is barely addressed at all, or is addressed very unclearly
  - ○ 0 pts = The point is not addressed at all, or is addressed unintelligibly
- **5 pts**: Discuss what is being or can be **done** to address this issue.
  - ○ 5 pts = The point is addressed clearly and in thorough detail
  - ○ 4 pts = The point is addressed clearly and in decent detail
  - ○ 3 pts = The point is addressed clearly but not in great detail
  - ○ 2 pts = The point is addressed only very slightly, or is addressed unclearly
  - ○ 1 pt = The point is barely addressed at all, or is addressed very unclearly
  - ○ 0 pts = The point is not addressed at all, or is addressed unintelligibly
- **5 pts**: Discuss whether there is any **disagreement** on the issue. If so, what **arguments** are made by both sides? Are these **valid**? Why or why not?
  - ○ 5 pts = The point is addressed clearly and in thorough detail
  - ○ 4 pts = The point is addressed clearly and in decent detail

- 3 pts = The point is addressed clearly but not in great detail
- 2 pts = The point is addressed only very slightly, or is addressed unclearly
- 1 pt = The point is barely addressed at all, or is addressed very unclearly
- 0 pts = The point is not addressed at all, or is addressed unintelligibly

- **5 pts**: Provide a thoughtful, insightful perspective on the topic
  - 5 pts = The presenter provides thoughtful insights on the topic throughout the presentation
  - 4 pts = The presenter provides thoughtful insights on many but not all aspects of the topic
  - 3 pts = The presenter offers a few thoughtful insights but relies a bit on regurgitating facts
  - 2 pts = The presenter offers not many thoughtful insights and relies too heavily on regurgitating facts
  - 1 pt = The presenter relies entirely on regurgitating facts without providing any unique insights
  - 0 pts = The presenter makes no insights and fails to include foundational information on the topic

- **5 pts**: Speak clearly and dynamically; do not simply read off slides
  - 5 pts = The presenter speaks very clearly and rarely relies on reading directly from slides
  - 4 pts = The presenter speaks fairly clearly and occasionally relies on reading directly from the slides
  - 3 pts = The presenter is sometimes hard to understand and/or often reads directly from the slides
  - 2 pts = The presenter is often hard to understand and/or nearly always reads directly from the slides
  - 1 pt = The presenter is nearly impossible to understand and/or always reads directly from the slides
  - 0 pts = No oral presentation is given *(in the event of absence, please contact me to arrange a makeup presentation time)*

- **5 pts**: Go into enough detail on the topic to fill ten minutes of time
  - 5 pts = The presentation fills at least ten minutes
  - 4 pts = The presentation fills at least eight minutes
  - 3 pts = The presentation fills at least six minutes
  - 2 pts = The presentation fills at least four minutes
  - 1 pt = The presentation fills at least two minutes
  - 0 pts = No oral presentation is given *(in the event of absence, please contact me to arrange a makeup presentation time)*

- **3 pts**: Include imagery and/or video clips to support your speaking points
  - 3 pts = Imagery and other media are used effectively and appropriately throughout the presentation
  - 2 pts = Imagery and other media are used, but not entirely effectively or appropriately, or not in all areas of the presentation
  - 1 pt = Imagery and other media are used sparingly and/or ineffectively or inappropriately
  - 0 pts = Imagery and other media are not used at all in the presentation

- **2 pts**: Provide a discussion question for the class.
  - 2 pts = A thoughtful discussion question is clearly posed for the class
  - 1 pts = A discussion question is posed but is not a particularly significant one or is unclearly presented
  - 0 pts = No discussion question is posed for the class

Upload your slideshow to Canvas **by class time** on the due date listed above. Be sure to **share** any Google slides with me.

Game Review #2 – Indie Games
40 pts (8% of Semester Grade)

Due Nov. 10

Choose a game created by an **independent developer** and address the following:

14 pts: Identify the **structural elements** that make the game function:
- **2 pts**: What is the **main objective** of the game?
    - 2 pts = The question is answered clearly and completely
    - 1 pt = The question is partially answered, or is answered somewhat unclearly
    - 0 pts = The question is not answered at all, or the answer is unintelligible
- **3 pts**: What are the **procedures** – what do players do in order to play the game?
    - 3 pts = The question is answered clearly and in thorough detail
    - 2 pts = The question is answered clearly but not in great detail
    - 1 pt = The question is answered only very slightly, or is answered unclearly
    - 0 pts = The question is not answered at all, or the answer is unintelligible
- **3 pts**: What are the key **rules** that make the game function?
    - 3 pts = The question is answered clearly and in thorough detail
    - 2 pts = The question is answered clearly but not in great detail
    - 1 pt = The question is answered only very slightly, or is answered unclearly
    - 0 pts = The question is not answered at all, or the answer is unintelligible
- **3 pts**: What **resources** do players have? How must the player **manage** them, and how are they **valuable**?
    - 3 pts = The question is answered clearly and in thorough detail
    - 2 pts = The question is answered clearly but not in great detail
    - 1 pt = The question is answered only very slightly, or is answered unclearly
    - 0 pts = The question is not answered at all, or the answer is unintelligible
- **3 pts**: What is the primary source of **conflict**, and how does this determine the **challenge** presented by the game? How does difficulty **change** over the course of the game, or does it remain constant throughout?
    - 3 pts = The question is answered clearly and in thorough detail
    - 2 pts = The question is answered clearly but not in great detail
    - 1 pt = The question is answered only very slightly, or is answered unclearly
    - 0 pts = The question is not answered at all, or the answer is unintelligible

17 pts: Objectively **evaluate the experience** offered by the game:
- **3 pts**: In your opinion, is the game **fun**? **Why** or why not? Cite **specific factors** as reasons.
    - 3 pts = The question is answered clearly and in thorough detail with specific factors cited
    - 2 pts = The question is answered clearly but not in great detail or without reasons provided
    - 1 pt = The question is answered only very slightly, or is answered unclearly
    - 0 pts = The question is not answered at all, or the answer is unintelligible
- **3 pts**: What is the greatest **strength** of the game, and what is its greatest **weakness**?
    - 3 pts = The question is answered clearly and in thorough detail; both a strength and weakness are cited
    - 2 pts = The question is answered clearly but not in great detail, or either the strength or weakness is not cited
    - 1 pt = The question is answered only very slightly, or is answered unclearly
    - 0 pts = The question is not answered at all, or the answer is unintelligible
- **3 pts**: How would you rate the **gameplay**? Are the **controls** easy to learn and use?

- ○ 3 pts = The question is answered clearly and in thorough detail
- ○ 2 pts = The question is answered clearly but not in great detail
- ○ 1 pt = The question is answered only very slightly, or is answered unclearly
- ○ 0 pts = The question is not answered at all, or the answer is unintelligible

- **3 pts**: Does the game do anything **unique**, **special**, or **novel**, or is it largely **derivative**? Are the core **mechanics** new, or borrowing from previous games? Does the game address an intriguing **theme** or deliver a **message**? If the game is derivative, is this actually a problem, or does it execute on established conventions well enough that it does not matter (in your opinion)?
  - ○ 3 pts = The question is answered clearly and in thorough detail
  - ○ 2 pts = The question is answered clearly but not in great detail
  - ○ 1 pt = The question is answered only very slightly, or is answered unclearly
  - ○ 0 pts = The question is not answered at all, or the answer is unintelligible

- **3 pts**: Is there a primary **narrative** to the game? If so, what does it **add** to the overall experience?
  - ○ 3 pts = The question is answered clearly and in thorough detail (or is non-applicable)
  - ○ 2 pts = The question is answered clearly but not in great detail
  - ○ 1 pt = The question is answered only very slightly, or is answered unclearly
  - ○ 0 pts = The question is not answered at all, or the answer is unintelligible

- **1 pt**: Rate the game on a scale of 0 to 10 (10 being highest)
  - ○ 1 pt = A quantitative rating is provided
  - ○ 0 pts = No rating is provided

- **1 pt**: Would you **recommend** this game to a friend? For example, should they: Complete it? Buy it? Try it before deciding on whether to purchase it? Pass on it entirely?
  - ○ 1 pt = A clear recommendation is provided
  - ○ 0 pts = No recommendation is provided, or the recommendation is unclear

9 pts: Discuss the aspects of **independent development** that pertain to the game:
- **3 pts**: On what **platforms** is the game available? How much does it **cost**? How does this **compare** with games developed by Triple-A studios?
  - ○ 3 pts = The question is answered clearly and in thorough detail
  - ○ 2 pts = The question is answered clearly but not in great detail
  - ○ 1 pt = The question is answered only very slightly, or is answered unclearly
  - ○ 0 pts = The question is not answered at all, or the answer is unintelligible

- **3 pts**: Describe the game's **art direction**. Is it super realistic, or stylized? **Why** do you think this direction was chosen? How does it **benefit** the game?
  - ○ 3 pts = The question is answered clearly and in thorough detail
  - ○ 2 pts = The question is answered clearly but not in great detail
  - ○ 1 pt = The question is answered only very slightly, or is answered unclearly
  - ○ 0 pts = The question is not answered at all, or the answer is unintelligible

- **3 pts**: Roughly how many **hours of gameplay** does the single-player/campaign/story mode of the game offer? That is to say, **how long does it take to complete** the basic single-player mode? How does this **compare** with **Triple-A** titles?
  - ○ 3 pts = The question is answered clearly and in thorough detail
  - ○ 2 pts = The question is answered clearly but not in great detail
  - ○ 1 pt = The question is answered only very slightly, or is answered unclearly
  - ○ 0 pts = The question is not answered at all, or the answer is unintelligible

Please post your response as a reply to the discussion topic on Canvas by 11:59 PM on the due date listed above.

Discussion Response #5 – Game Preservation and Digital Rights Management
24 pts (4.8% of Semester Grade)
Due Nov. 10

As digital distribution of games becomes more common, the nature of how we access games is changing. Where once it was common for players to have collections of physical cartridges or game discs, now we have download codes, SD cards, and digital stores. In many cases, particularly with classic titles, games are being sold as a subscription service. It is becoming more and more difficult to actually own a copy of these games. As a result, people have taken to console emulation and ROM images to play classic games.

Please respond to the following questions:
- **5 pts**: What **platforms** and/or **services** have been **influential** in the development of **digital distribution** of video games? What **advances** or **innovations** have they offered?
    - 5 pts = The question is answered clearly and in thorough detail
    - 4 pts = The question is answered clearly and in decent detail
    - 3 pts = The question is answered clearly but not in great detail
    - 2 pts = The question is answered only very slightly, or is answered unclearly
    - 1 pt = The question is barely answered at all, or is answered very unclearly
    - 0 pts = The question is not answered at all, or the answer is unintelligible
- **5 pts**: Why do some games become **impossible to access** over time? What is being done to address this?
    - 5 pts = The question is answered clearly and in thorough detail
    - 4 pts = The question is answered clearly and in decent detail
    - 3 pts = The question is answered clearly but not in great detail
    - 2 pts = The question is answered only very slightly, or is answered unclearly
    - 1 pt = The question is barely answered at all, or is answered very unclearly
    - 0 pts = The question is not answered at all, or the answer is unintelligible
- **5 pts**: Do you think the **use and distribution of ROMS and emulators** should be **legal** or **illegal**? What do you think is the **more important** issue: game preservation or digital rights management? Why?
    - 5 pts = The question is answered clearly and in thorough detail
    - 4 pts = The question is answered clearly and in decent detail
    - 3 pts = The question is answered clearly but not in great detail
    - 2 pts = The question is answered only very slightly, or is answered unclearly
    - 1 pt = The question is barely answered at all, or is answered very unclearly
    - 0 pts = The question is not answered at all, or the answer is unintelligible
- **3 pts**: How **satisfied** are you with the current **digital store** services for modern consoles? Which features do you like the most? What needs to be improved?
    - 3 pts = The question is answered clearly and in thorough detail
    - 2 pts = The question is answered clearly but not in great detail
    - 1 pt = The question is answered only very slightly, or is answered unclearly
    - 0 pts = The question is not answered at all, or the answer is unintelligible
- **3 pts**: Do you have any **physical** copies of classic games in your collection? Any older consoles? How likely are you to **keep** these, and why?
    - 3 pts = The question is answered clearly and in thorough detail
    - 2 pts = The question is answered clearly but not in great detail

- - 1 pt = The question is answered only very slightly, or is answered unclearly
  - 0 pts = The question is not answered at all, or the answer is unintelligible
- **3 pts**: How do you envision players accessing games 20 years from now?
  - 3 pts = The question is answered clearly and in thorough detail
  - 2 pts = The question is answered clearly but not in great detail
  - 1 pt = The question is answered only very slightly, or is answered unclearly
  - 0 pts = The question is not answered at all, or the answer is unintelligible

Please post your response as a reply to [the discussion topic on Canvas](#) by 11:59 PM on the due date listed above.

Game Review #3 – Open World Games

40 pts (8% of Semester Grade)

Due Nov. 17

Choose a game that utilizes an **open world** environment and address the following:

14 pts: Identify the **structural elements** that make the game function:
- **2 pts**: What is the **main objective** of the game?
    - 2 pts = The question is answered clearly and completely
    - 1 pt = The question is partially answered, or is answered somewhat unclearly
    - 0 pts = The question is not answered at all, or the answer is unintelligible
- **3 pts**: What are the **procedures** – what do players do in order to play the game?
    - 3 pts = The question is answered clearly and in thorough detail
    - 2 pts = The question is answered clearly but not in great detail
    - 1 pt = The question is answered only very slightly, or is answered unclearly
    - 0 pts = The question is not answered at all, or the answer is unintelligible
- **3 pts**: What are the key **rules** that make the game function?
    - 3 pts = The question is answered clearly and in thorough detail
    - 2 pts = The question is answered clearly but not in great detail
    - 1 pt = The question is answered only very slightly, or is answered unclearly
    - 0 pts = The question is not answered at all, or the answer is unintelligible
- **3 pts**: What **resources** do players have? How must the player **manage** them, and how are they **valuable**?
    - 3 pts = The question is answered clearly and in thorough detail
    - 2 pts = The question is answered clearly but not in great detail
    - 1 pt = The question is answered only very slightly, or is answered unclearly
    - 0 pts = The question is not answered at all, or the answer is unintelligible
- **3 pts**: What is the primary source of **conflict**, and how does this determine the **challenge** presented by the game? How does difficulty **change** over the course of the game, or does it remain constant throughout?
    - 3 pts = The question is answered clearly and in thorough detail
    - 2 pts = The question is answered clearly but not in great detail
    - 1 pt = The question is answered only very slightly, or is answered unclearly
    - 0 pts = The question is not answered at all, or the answer is unintelligible

14 pts: Objectively **evaluate the experience** offered by the game:
- **3 pts**: In your opinion, is the game **fun**? **Why** or why not? Cite **specific factors** as reasons.
    - 3 pts = The question is answered clearly and in thorough detail with specific factors cited
    - 2 pts = The question is answered clearly but not in great detail or without reasons provided
    - 1 pt = The question is answered only very slightly, or is answered unclearly
    - 0 pts = The question is not answered at all, or the answer is unintelligible
- **3 pts**: What is the greatest **strength** of the game, and what is its greatest **weakness**?
    - 3 pts = The question is answered clearly and in thorough detail; both a strength and weakness are cited
    - 2 pts = The question is answered clearly but not in great detail, or either the strength or weakness is not cited
    - 1 pt = The question is answered only very slightly, or is answered unclearly
    - 0 pts = The question is not answered at all, or the answer is unintelligible
- **3 pts**: How would you rate the **gameplay**? Are the **controls** easy to learn and use?

- ○ 3 pts = The question is answered clearly and in thorough detail
- ○ 2 pts = The question is answered clearly but not in great detail
- ○ 1 pt = The question is answered only very slightly, or is answered unclearly
- ○ 0 pts = The question is not answered at all, or the answer is unintelligible
- **3 pts**: Does the game do anything **unique**, **special**, or **novel**, or is it largely **derivative**? Are the core **mechanics** new, or borrowing from previous games? Does the game address an intriguing **theme** or deliver a **message**? If the game is derivative, is this actually a problem, or does it execute on established conventions well enough that it does not matter (in your opinion)?
  - ○ 3 pts = The question is answered clearly and in thorough detail
  - ○ 2 pts = The question is answered clearly but not in great detail
  - ○ 1 pt = The question is answered only very slightly, or is answered unclearly
  - ○ 0 pts = The question is not answered at all, or the answer is unintelligible
- **1 pt**: Rate the game on a scale of 0 to 10 (10 being highest)
  - ○ 1 pt = A quantitative rating is provided
  - ○ 0 pts = No rating is provided
- **1 pt**: Would you **recommend** this game to a friend? For example, should they: Complete it? Buy it? Try it before deciding on whether to purchase it? Pass on it entirely?
  - ○ 1 pt = A clear recommendation is provided
  - ○ 0 pts = No recommendation is provided, or the recommendation is unclear

12 pts: Discuss the **open world** aspects of the game:
- **2 pts**: Which **interface** elements or features help the player **navigate** the open world?
  - ○ 2 pts = The question is answered clearly and completely
  - ○ 1 pt = The question is partially answered, or is answered somewhat unclearly
  - ○ 0 pts = The question is not answered at all, or the answer is unintelligible
- **3 pts**: Is there a lot to **do** in each area, or does the world feel **empty**?
  - ○ 3 pts = The question is answered clearly and in thorough detail
  - ○ 2 pts = The question is answered clearly but not in great detail
  - ○ 1 pt = The question is answered only very slightly, or is answered unclearly
  - ○ 0 pts = The question is not answered at all, or the answer is unintelligible
- **2 pts**: Which elements **refresh** over time? How is this **regulated**? Are there any **persistent** elements?
  - ○ 2 pts = The question is answered clearly and completely
  - ○ 1 pt = The question is partially answered, or is answered somewhat unclearly
  - ○ 0 pts = The question is not answered at all, or the answer is unintelligible
- **2 pts**: Do areas **load** seamlessly, or is there a noticeable delay in loading certain elements? How are **faraway** areas represented?
  - ○ 2 pts = The question is answered clearly and completely
  - ○ 1 pt = The question is partially answered, or is answered somewhat unclearly
  - ○ 0 pts = The question is not answered at all, or the answer is unintelligible
- **3 pts**: How is the **story** told? Does the open world aspect **clash with** or **support** the telling of the story?
  - ○ 3 pts = The question is answered clearly and in thorough detail
  - ○ 2 pts = The question is answered clearly but not in great detail
  - ○ 1 pt = The question is answered only very slightly, or is answered unclearly
  - ○ 0 pts = The question is not answered at all, or the answer is unintelligible

Please post your response as a reply to the discussion topic on Canvas by 11:59 PM on the due date listed above.

Presentation #2 – Gaming in Modern Society
50 pts (10% of Semester Grade)
Due Dec. 1

Background:

In class, we discuss a number of areas in which gaming permeates modern culture, as well as a few issues pertaining to practices in the game industry. The advent of video game livestreaming, speedrunning, and esports has made games relevant in a way they've never been before. At the same time, the creators of these games have occasionally met with controversy regarding their treatment of employees.

Instructions:

This will be a **group project**. Each group will prepare a **15-minute presentation**. In class Nov. 10, students will draw a number at random corresponding with one of the following topics. The topic will determine which group students are in.

Topic #1: Video Game Livestreamers
Topic #2: Speedrunning
Topic #3: Esports and Professional Gaming
Topic #4: Crunch in the Game Industry
Topic #5: Diversity, Equality & Inclusion in the Game Industry

Organize your presentation as a **slideshow** using Google Slides, PowerPoint, Keynote, or any other tool that you prefer. Use **imagery**, **statistics**, **video** footage, etc. to support your discussion. No written component will be required; however, you may find it helpful to include **notes** for yourself for each slide. You will have the floor for up to **20 minutes**, so allow some time for class discussion/Q & A. Include at least **one discussion question** for the class to consider. **Speaking should be divided evenly between all group members.**

18 pts: For "**Topic #1: Video Game Livestreamers**," consider:

- **3 pts**: The history of video game livestreaming
    - 3 pts = The point is addressed clearly and in thorough detail
    - 2 pts = The point is addressed clearly but not in great detail
    - 1 pt = The point is addressed only very slightly, or is addressed unclearly
    - 0 pts = The point is not addressed at all, or is addressed unintelligibly
- **3 pts**: What platforms do streamers use?
    - 3 pts = The point is addressed clearly and in thorough detail
    - 2 pts = The point is addressed clearly but not in great detail
    - 1 pt = The point is addressed only very slightly, or is addressed unclearly
    - 0 pts = The point is not addressed at all, or is addressed unintelligibly
- **3 pts**: What games or genres are most popularly streamed?
    - 3 pts = The point is addressed clearly and in thorough detail
    - 2 pts = The point is addressed clearly but not in great detail
    - 1 pt = The point is addressed only very slightly, or is addressed unclearly

- - - ○ 0 pts = The point is not addressed at all, or is addressed unintelligibly
  - **3 pts**: Who are some popular streamers?
    - ○ 3 pts = The point is addressed clearly and in thorough detail
    - ○ 2 pts = The point is addressed clearly but not in great detail
    - ○ 1 pt = The point is addressed only very slightly, or is addressed unclearly
    - ○ 0 pts = The point is not addressed at all, or is addressed unintelligibly
  - **3 pts**: What does it take to succeed as a professional streamer?
    - ○ 3 pts = The point is addressed clearly and in thorough detail
    - ○ 2 pts = The point is addressed clearly but not in great detail
    - ○ 1 pt = The point is addressed only very slightly, or is addressed unclearly
    - ○ 0 pts = The point is not addressed at all, or is addressed unintelligibly
  - **3 pts**: What social influence do these streamers have over their audience (and beyond)?
    - ○ 3 pts = The point is addressed clearly and in thorough detail
    - ○ 2 pts = The point is addressed clearly but not in great detail
    - ○ 1 pt = The point is addressed only very slightly, or is addressed unclearly
    - ○ 0 pts = The point is not addressed at all, or is addressed unintelligibly

18 pts: For "**Topic #2: Speedrunning**," consider:
- **3 pts**: The history of speedrunning in video games
  - ○ 3 pts = The point is addressed clearly and in thorough detail
  - ○ 2 pts = The point is addressed clearly but not in great detail
  - ○ 1 pt = The point is addressed only very slightly, or is addressed unclearly
  - ○ 0 pts = The point is not addressed at all, or is addressed unintelligibly
- **3 pts**: What kinds of communities have developed around speedrunning?
  - ○ 3 pts = The point is addressed clearly and in thorough detail
  - ○ 2 pts = The point is addressed clearly but not in great detail
  - ○ 1 pt = The point is addressed only very slightly, or is addressed unclearly
  - ○ 0 pts = The point is not addressed at all, or is addressed unintelligibly
- **3 pts**: What events promote speedrunning, and what charitable purposes do these events support?
  - ○ 3 pts = The point is addressed clearly and in thorough detail
  - ○ 2 pts = The point is addressed clearly but not in great detail
  - ○ 1 pt = The point is addressed only very slightly, or is addressed unclearly
  - ○ 0 pts = The point is not addressed at all, or is addressed unintelligibly
- **3 pts**: What kinds of speedrunning categories exist?
  - ○ 3 pts = The point is addressed clearly and in thorough detail
  - ○ 2 pts = The point is addressed clearly but not in great detail
  - ○ 1 pt = The point is addressed only very slightly, or is addressed unclearly
  - ○ 0 pts = The point is not addressed at all, or is addressed unintelligibly
- **3 pts**: How do speedrunners exploit game mechanics and glitches?
  - ○ 3 pts = The point is addressed clearly and in thorough detail
  - ○ 2 pts = The point is addressed clearly but not in great detail
  - ○ 1 pt = The point is addressed only very slightly, or is addressed unclearly
  - ○ 0 pts = The point is not addressed at all, or is addressed unintelligibly
- **3 pts**: How have developers (particularly indie developers) responded to this trend?
  - ○ 3 pts = The point is addressed clearly and in thorough detail
  - ○ 2 pts = The point is addressed clearly but not in great detail
  - ○ 1 pt = The point is addressed only very slightly, or is addressed unclearly
  - ○ 0 pts = The point is not addressed at all, or is addressed unintelligibly

18 pts: For "**Topic #3: Esports and Professional Gaming**," consider:

- **3 pts**: The history of esports
  - 3 pts = The point is addressed clearly and in thorough detail
  - 2 pts = The point is addressed clearly but not in great detail
  - 1 pt = The point is addressed only very slightly, or is addressed unclearly
  - 0 pts = The point is not addressed at all, or is addressed unintelligibly
- **3 pts**: Are there particular genres that lend themselves more naturally to competitive play than others? What are some popular games that are played competitively?
  - 3 pts = The point is addressed clearly and in thorough detail
  - 2 pts = The point is addressed clearly but not in great detail
  - 1 pt = The point is addressed only very slightly, or is addressed unclearly
  - 0 pts = The point is not addressed at all, or is addressed unintelligibly
- **3 pts**: How are schools and universities responding to the rise of esports as a viable career?
  - 3 pts = The point is addressed clearly and in thorough detail
  - 2 pts = The point is addressed clearly but not in great detail
  - 1 pt = The point is addressed only very slightly, or is addressed unclearly
  - 0 pts = The point is not addressed at all, or is addressed unintelligibly
- **3 pts**: What does it take to succeed professionally in esports?
  - 3 pts = The point is addressed clearly and in thorough detail
  - 2 pts = The point is addressed clearly but not in great detail
  - 1 pt = The point is addressed only very slightly, or is addressed unclearly
  - 0 pts = The point is not addressed at all, or is addressed unintelligibly
- **3 pts**: What organizations have developed around esports?
  - 3 pts = The point is addressed clearly and in thorough detail
  - 2 pts = The point is addressed clearly but not in great detail
  - 1 pt = The point is addressed only very slightly, or is addressed unclearly
  - 0 pts = The point is not addressed at all, or is addressed unintelligibly
- **3 pts**: Will esports ever challenge traditional sports? Are they doing so already?
  - 3 pts = The point is addressed clearly and in thorough detail
  - 2 pts = The point is addressed clearly but not in great detail
  - 1 pt = The point is addressed only very slightly, or is addressed unclearly
  - 0 pts = The point is not addressed at all, or is addressed unintelligibly

18 pts: For "**Topic #4: Crunch in the Game Industry**," consider:

- **3 pts**: What is "crunch" in game development and how does it adversely affect employees?
  - 3 pts = The point is addressed clearly and in thorough detail
  - 2 pts = The point is addressed clearly but not in great detail
  - 1 pt = The point is addressed only very slightly, or is addressed unclearly
  - 0 pts = The point is not addressed at all, or is addressed unintelligibly
- **3 pts**: Are any particular development studios notorious for handling crunch badly? Have they made strides to improve?
  - 3 pts = The point is addressed clearly and in thorough detail
  - 2 pts = The point is addressed clearly but not in great detail
  - 1 pt = The point is addressed only very slightly, or is addressed unclearly
  - 0 pts = The point is not addressed at all, or is addressed unintelligibly
- **3 pts**: Are any studios known for handling crunch relatively well? What measures have they taken to limit crunch?

- ○ 3 pts = The point is addressed clearly and in thorough detail
- ○ 2 pts = The point is addressed clearly but not in great detail
- ○ 1 pt = The point is addressed only very slightly, or is addressed unclearly
- ○ 0 pts = The point is not addressed at all, or is addressed unintelligibly
- **3 pts**: Compare crunch in Triple-A development to crunch in independent development.
  - ○ 3 pts = The point is addressed clearly and in thorough detail
  - ○ 2 pts = The point is addressed clearly but not in great detail
  - ○ 1 pt = The point is addressed only very slightly, or is addressed unclearly
  - ○ 0 pts = The point is not addressed at all, or is addressed unintelligibly
- **3 pts**: Is crunch inevitable? How might developers avoid it? What policies might improve the treatment of employees and promote work/life balance?
  - ○ 3 pts = The point is addressed clearly and in thorough detail
  - ○ 2 pts = The point is addressed clearly but not in great detail
  - ○ 1 pt = The point is addressed only very slightly, or is addressed unclearly
  - ○ 0 pts = The point is not addressed at all, or is addressed unintelligibly
- **3 pts**: Examine the history of crunch, contributing factors, and recent developments. Where do you think society will be with regard to this issue in 20 years?
  - ○ 3 pts = The point is addressed clearly and in thorough detail
  - ○ 2 pts = The point is addressed clearly but not in great detail
  - ○ 1 pt = The point is addressed only very slightly, or is addressed unclearly
  - ○ 0 pts = The point is not addressed at all, or is addressed unintelligibly

18 pts: For "**Topic #5: Diversity, Equality & Inclusion in the Game Industry,**" consider:
- **3 pts**: Historically, why has the game industry been dominated by white, heterosexual males? How have other demographics historically been represented?
  - ○ 3 pts = The point is addressed clearly and in thorough detail
  - ○ 2 pts = The point is addressed clearly but not in great detail
  - ○ 1 pt = The point is addressed only very slightly, or is addressed unclearly
  - ○ 0 pts = The point is not addressed at all, or is addressed unintelligibly
- **3 pts**: What challenges do women, people of color, and members of the LGBTQIA+ community face in getting into and working in the game industry? What other groups are underrepresented or marginalized? In what ways are these individuals treated unfairly?
  - ○ 3 pts = The point is addressed clearly and in thorough detail
  - ○ 2 pts = The point is addressed clearly but not in great detail
  - ○ 1 pt = The point is addressed only very slightly, or is addressed unclearly
  - ○ 0 pts = The point is not addressed at all, or is addressed unintelligibly
- **3 pts**: Historically, why have game characters, especially protagonists, often been white, heterosexual males? How are members of other groups negatively portrayed in games? What are some games with more diverse playable characters?
  - ○ 3 pts = The point is addressed clearly and in thorough detail
  - ○ 2 pts = The point is addressed clearly but not in great detail
  - ○ 1 pt = The point is addressed only very slightly, or is addressed unclearly
  - ○ 0 pts = The point is not addressed at all, or is addressed unintelligibly
- **3 pts**: How have character customization features developed over time to offer more inclusive options? Cite specific games as examples. What further improvements would you like to see?
  - ○ 3 pts = The point is addressed clearly and in thorough detail

- ○ 2 pts = The point is addressed clearly but not in great detail
- ○ 1 pt = The point is addressed only very slightly, or is addressed unclearly
- ○ 0 pts = The point is not addressed at all, or is addressed unintelligibly
- **3 pts**: Have there been any positive developments on DEI in the game industry in recent years? What measures or policies might lead to further improvements?
    - ○ 3 pts = The point is addressed clearly and in thorough detail
    - ○ 2 pts = The point is addressed clearly but not in great detail
    - ○ 1 pt = The point is addressed only very slightly, or is addressed unclearly
    - ○ 0 pts = The point is not addressed at all, or is addressed unintelligibly
- **3 pts**: How would you rate the game industry's current progress on DEI? Why is making improvements so difficult? Where do you think the industry will be on this issue in 20 years?
    - ○ 3 pts = The point is addressed clearly and in thorough detail
    - ○ 2 pts = The point is addressed clearly but not in great detail
    - ○ 1 pt = The point is addressed only very slightly, or is addressed unclearly
    - ○ 0 pts = The point is not addressed at all, or is addressed unintelligibly

32 pts: In your presentation:
- **5 pts**: Provide statistics where relevant and demonstrate that significant research has been done on the topic
    - ○ 5 pts = It is clear that diligent research went into the presentation; statistics, dates, historical figures, events, and other examples are included throughout
    - ○ 4 pts = It is clear that diligent research went into the presentation, but more specifics would be nice in terms of statistics, dates, historical figures, events, and other examples
    - ○ 3 pts = Some research was clearly done, but not very thoroughly; more specifics are needed in terms of statistics, dates, historical figures, events, and other examples
    - ○ 2 pts = It appears that not much research was done on the topic; there are very few specifics in terms of statistics, dates, historical figures, events, and other examples
    - ○ 1 pt = Barely any research at all was done on the topic; there are almost no specifics in terms of statistics, dates, historical figures, events, and other examples
    - ○ 0 pts = No research whatsoever was done on the topic; there are no specifics in terms of statistics, dates, historical figures, events, and other examples
- **5 pts**: Remain objective when discussing contrasting points of view
    - ○ 5 pts = Presenters remain objective and impartial when discussing contrasting viewpoints throughout the entire presentation
    - ○ 4 pts = Presenters remain objective and impartial when discussing contrasting viewpoints throughout most of the presentation
    - ○ 3 pts = Presenters occasionally offer hints of bias or partiality when presenting contrasting viewpoints
    - ○ 2 pts = Presenters are clearly biased and partial when presenting contrasting viewpoints
    - ○ 1 pt = Presenters are unabashedly biased and comes across as preachy with regard to specific viewpoints
    - ○ 0 pts = Presenters do not address contrasting points of view at any point in the presentation
- **5 pts**: Provide a thoughtful, insightful perspective on the topic
    - ○ 5 pts = Presenters provide thoughtful insights on the topic throughout the presentation
    - ○ 4 pts = Presenters provide thoughtful insights on many but not all aspects of the topic
    - ○ 3 pts = Presenters offer a few thoughtful insights but rely a bit on regurgitating facts
    - ○ 2 pts = Presenters offer not many thoughtful insights and rely too heavily on regurgitating facts
    - ○ 1 pt = Presenters rely entirely on regurgitating facts without providing any unique insights
    - ○ 0 pts = Presenters make no insights and fail to include foundational information on the topic
- **5 pts**: Speak clearly and dynamically; do not simply read off slides
    - ○ 5 pts = Presenters speak very clearly and rarely rely on reading directly from slides

- ○ 4 pts = Presenters speak fairly clearly and occasionally rely on reading directly from the slides
- ○ 3 pts = Presenters are sometimes hard to understand and/or often read directly from the slides
- ○ 2 pts = Presenters are often hard to understand and/or nearly always read directly from the slides
- ○ 1 pt = Presenters are nearly impossible to understand and/or always read directly from the slides
- ○ 0 pts = No oral presentation is given *(in the event of absence, please contact me to arrange a makeup presentation time)*
- **5 pts**: Go into enough detail on the topic to fill fifteen minutes of time
  - ○ 5 pts = The presentation fills at least fifteen minutes
  - ○ 4 pts = The presentation fills at least twelve minutes
  - ○ 3 pts = The presentation fills at least nine minutes
  - ○ 2 pts = The presentation fills at least six minutes
  - ○ 1 pt = The presentation fills at least three minutes
  - ○ 0 pts = No oral presentation is given *(in the event of absence, please contact me to arrange a makeup presentation time)*
- **5 pts**: Include imagery and/or video clips to support your speaking points
  - ○ 5 pts = Imagery and other media are used effectively and appropriately throughout the presentation
  - ○ 4 pts = Imagery and other media are used effectively and appropriately but not in all areas of the presentation
  - ○ 3 pts = Imagery and other media are used but not entirely effectively or appropriately
  - ○ 2 pts = Imagery and other media are used sparingly and/or ineffectively or inappropriately
  - ○ 1 pt = Imagery and other media are barely present in the presentation
  - ○ 0 pts = Imagery and other media are not used at all in the presentation
- **2 pts**: Provide a discussion question for the class
  - ○ 2 pts = A thoughtful discussion question is clearly posed for the class
  - ○ 1 pts = A discussion question is posed but is not a particularly significant one or is unclearly presented
  - ○ 0 pts = No discussion question is posed for the class

Designate a team leader to upload your group's slideshow to Canvas by **class time** on the due date listed above. Google Slides should be shared with me. The grade will be shared by each team member, so hold your teammates accountable. *However, in the event that an individual student does not make any meaningful contributions to the project, that student may not receive credit equal to their teammates'.*

Discussion Response #6 – Game Industry Culture

16 pts (3.2% of Semester Grade)

Due Dec. 8

The **hiring practices** and **treatment of employees** in the game industry are important issues that have only recently begun to get the public attention they need in order for meaningful discussion and progress to be made. In particular, the persistence of **crunch culture** and the **lack of equality** in the industry are two areas in which the industry has been criticized.

Please **choose one of the two topics** below (**crunch** in the game industry or **equality** in the game industry) and respond to the following questions:

Option One: Crunch in the Game Industry
- **3 pts**: What is "crunch" in game development? How does this adversely affect **employees**?
  - 3 pts = Crunch time and crunch culture are clearly defined; multiple examples of harmful effects are provided
  - 2 pts = Crunch time and crunch culture are roughly defined; an example of at least one harmful effect is provided
  - 1 pt = Definitions of crunch time and crunch culture are missing or vague, or no examples of harmful effects are provided
  - 0 pts = Definitions of crunch time and crunch culture are missing or vague, and no examples of harmful effects are provided
- **3 pts**: Are any particular development studios **notorious** for handling crunch badly? Have they made strides to **improve**?
  - 3 pts = Multiple examples are cited of studios handling crunch badly; details are presented clearly, and improvements (if they have been made) are discussed
  - 2 pts = Multiple examples are cited of studios handling crunch badly, but few details are provided, or improvements (if they have been made) are not discussed
  - 1 pt = One example is cited of a studio handling crunch badly, but few details are provided and improvements (if they have been made) are not discussed
  - 0 pts = No examples are cited of studios handling crunch badly, and no details are provided.
- **3 pts**: Are any studios known for handling crunch relatively **well**? What **measures** have they taken to limit crunch and improve work/life balance?
  - 3 pts = Multiple examples are cited of studios handling crunch well; details are presented clearly, and measures taken are discussed
  - 2 pts = Multiple examples are cited of studios handling crunch well, but few details are provided and measures taken are not discussed
  - 1 pt = One example is cited of a studio handling crunch well, but few details are provided and measures taken are not discussed
  - 0 pts = No examples are cited of studios handling crunch well, and no details are provided.
- **2 pts**: **Compare** crunch in **Triple-A** development to crunch in **independent** development.
  - 2 pts = The point is addressed clearly and completely
  - 1 pt = The point is partially addressed, or is addressed somewhat unclearly
  - 0 pts = The point is not addressed at all, or is addressed unintelligibly
- **3 pts**: Is crunch **inevitable**? How might developers **avoid** it? What **policies** might improve the treatment of employees?
  - 3 pts = The question is answered clearly and in thorough detail; multiple specific policies are listed

- ○ 2 pts = The question is answered clearly but not in great detail; at least one specific policy is listed
- ○ 1 pt = The question is answered only very slightly, or is answered unclearly; no specific policies are listed
- ○ 0 pts = The question is not answered at all, or the answer is unintelligible
- **2 pts**: How does the existence of crunch **affect your desire** to enter the game industry?
  - ○ 2 pts = The question is answered clearly and completely
  - ○ 1 pt = The question is partially answered, or is answered somewhat unclearly
  - ○ 0 pts = The question is not answered at all, or the answer is unintelligible

Option Two: Equality in the Game Industry
- **4 pts**: Historically, why have game **protagonists** often been white males? Are game protagonists becoming more diverse in recent years?
  - ○ 4 pts = The question is answered clearly and in good detail
  - ○ 3 pts = The question is answered clearly and in decent detail
  - ○ 2 pts = The question is answered only very slightly, or is answered unclearly
  - ○ 1 pt = The question is barely answered at all, or is answered very unclearly
  - ○ 0 pts = The question is not answered at all, or is answered unintelligibly
- **4 pts**: Historically, how have women, people of color, and members of the LGBTQIA+ community been **represented** in the game industry?
  - ○ 4 pts = The question is answered clearly and in good detail
  - ○ 3 pts = The question is answered clearly and in decent detail
  - ○ 2 pts = The question is answered only very slightly, or is answered unclearly
  - ○ 1 pt = The question is barely answered at all, or is answered very unclearly
  - ○ 0 pts = The question is not answered at all, or is answered unintelligibly
- **4 pts**: What **challenges** do women, people of color, and members of the LGBTQIA+ community face in getting into and working in the game industry? In what ways are they treated **unfairly**?
  - ○ 4 pts = The question is answered clearly and in good detail
  - ○ 3 pts = The question is answered clearly and in decent detail
  - ○ 2 pts = The question is answered only very slightly, or is answered unclearly
  - ○ 1 pt = The question is barely answered at all, or is answered very unclearly
  - ○ 0 pts = The question is not answered at all, or is answered unintelligibly
- **4 pts**: Have there been any **positive** developments in recent years? What **measures** might lead to further improvements?
  - ○ 4 pts = The question is answered clearly and in good detail
  - ○ 3 pts = The question is answered clearly and in decent detail
  - ○ 2 pts = The question is answered only very slightly, or is answered unclearly
  - ○ 1 pt = The question is barely answered at all, or is answered very unclearly
  - ○ 0 pts = The question is not answered at all, or is answered unintelligibly

Please post your response as a reply to the discussion topic on Canvas by 11:59 PM on the due date listed above.

Presentation #3 – Original Game Concept

50 pts (10% of Semester Grade)

Due Dec. 12

Individually, develop a concept for an original **digital** game. You will **present your concept to the class** during the **final exam period**. Please prepare a **10-minute presentation** communicating your design. Provide a high-level description of your game's **goals** and **requirements** and support your concept with **at least 3 visuals**. Treat this as a hypothetical "**pitch**" – **persuade** us why this is a game that deserves to be developed.

Organize your presentation as a **slideshow** using Google Slides, PowerPoint, Keynote, or any other tool that you prefer. Use **imagery**, **statistics**, **video** footage, etc. to support your discussion. No written component will be required; however, you may find it helpful to include **notes** for yourself for each slide.

15 pts: Your presentation should define the following:

- **2 pts**: The **number of players** the game supports
    - 2 pts = The number of players is defined clearly
    - 1 pt = The number of players is defined but not clearly
    - 0 pts = The number of players is not defined
- **2 pts**: The game's overall **objective**
    - 2 pts = The main objective is defined clearly
    - 1 pt = The main objective is defined but not clearly
    - 0 pts = The main objective is not defined
- **5 pts**: The game's **core mechanic** and supporting **procedures** that allow the game to operate
    - 5 pts = The mechanics are addressed clearly and in thorough detail
    - 4 pts = The mechanics are addressed clearly and in decent detail
    - 3 pts = The mechanics are addressed clearly but not in great detail
    - 2 pts = The mechanics are addressed only very slightly, or are addressed unclearly
    - 1 pt = The mechanics are barely addressed at all, or are addressed very unclearly
    - 0 pts = The mechanics are not addressed at all, or are addressed unintelligibly
- **2 pts**: A **player experience goal** (what players should **think**, **feel**, **do** as they play; what **skills** are used)
    - 2 pts = The player experience goal is defined clearly
    - 1 pt = The player experience goal is defined but not clearly
    - 0 pts = The player experience goal is not defined
- **2 pts**: A narrative **theme**, including details on world, story, or characters
    - 2 pts = The game's theme is defined clearly
    - 1 pt = The game's theme is defined but not clearly
    - 0 pts = The game's theme is not defined
- **2 pts**: A discrete **scope** (size of game world, number of levels/areas/missions)
    - 2 pts = The game's scope is defined clearly
    - 1 pt = The game's scope is defined but not clearly
    - 0 pts = The game's scope is not defined
- **2 pts**: The **target audience** and **target platform** (hypothetically)
    - 2 pts = The target audience and platform are both defined clearly
    - 1 pt = Either the target audience or platform is not defined clearly

○   0 pts = Neither the target audience nor the platform is defined clearly

20 pts: In your presentation:

- **5 pts**: Speak clearly and dynamically; do not simply read off slides
    - ○   5 pts = The presenter speaks very clearly and rarely relies on reading directly from slides
    - ○   4 pts = The presenter speaks fairly clearly and occasionally relies on reading directly from the slides
    - ○   3 pts = The presenter is sometimes hard to understand and/or often reads directly from the slides
    - ○   2 pts = The presenter is often hard to understand and/or nearly always reads directly from the slides
    - ○   1 pt = The presenter is nearly impossible to understand and/or always reads directly from the slides
    - ○   0 pts = No oral presentation is given *(in the event of absence, please contact me to arrange a makeup presentation time)*
- **5 pts**: Go into enough detail on the topic to fill ten minutes of time
    - ○   5 pts = The presentation fills ten minutes
    - ○   4 pts = The presentation fills at least eight minutes
    - ○   3 pts = The presentation fills at least six minutes
    - ○   2 pts = The presentation fills at least four minutes
    - ○   1 pt = The presentation fills at least two minutes
    - ○   0 pts = No oral presentation is given *(in the event of absence, please contact me to arrange a makeup presentation time)*
- **5 pts**: Include imagery and/or video clips to support your speaking points
    - ○   5 pts = Imagery and other media are used effectively and appropriately throughout the presentation
    - ○   4 pts = Imagery and other media are used effectively and appropriately but not in all areas of the presentation
    - ○   3 pts = Imagery and other media are used but not entirely effectively or appropriately
    - ○   2 pts = Imagery and other media are used sparingly and/or ineffectively or inappropriately
    - ○   1 pt = Imagery and other media are barely present in the presentation
    - ○   0 pts = Imagery and other media are not used at all in the presentation
- **5 pts**: Persuade your audience to (hypothetically) invest in the game; convince us it is special!
    - ○   5 pts = Shut up and take my (hypothetical) money!
    - ○   4 pts = The concept is appealing and worth exploring further
    - ○   3 pts = The concept is adequate but does not stand out from similar games
    - ○   2 pts = The concept is not sufficiently fleshed-out enough to be convincing
    - ○   1 pt = Very little effort was put into making the concept seem appealing
    - ○   0 pts = No effort whatsoever was put into making the concept seem appealing

15 pts: Support your pitch with **visuals**. Include **at least three** of the following:

- Level designs / world maps
- Concept art
- Storyboards / flowcharts
- UI wireframes
- Reference material
- Any other visuals that communicate the game concept
    - ○   15 pts = At least three of the above visuals are provided clearly
    - ○   10 pts = At least two of the above visuals are provided clearly
    - ○   5 pts = At one of the above visuals is provided clearly
    - ○   0 pts = None of the above visuals are provided clearly

Upload your slideshow to Canvas **by class time** on the due date listed above. Be sure to **share** any Google slides with me.

Participation

40 pts (8% of Semester Grade)

No submission

Assessed at end of semester

Students are expected to:

- **5 pts**: Arrive to class **on time**
  - 5 pts = No more than one unexcused absence and one instance of tardiness
  - 4 pts = No more than two unexcused absences and two instances of tardiness
  - 3 pts = No more than three unexcused absences and three instances of tardiness
  - 2 pts = No more than four unexcused absences and four instances of tardiness
  - 1 pt = No more than five unexcused absences and five instances of tardiness
  - 0 pts = No classes attended
- **5 pts**: Treat others with **respect**
  - 5 pts = Always treats peers respectfully
  - 4 pts = Often treats peers respectfully
  - 3 pts = Usually treats peers respectfully
  - 2 pts = Sometimes treats peers disrespectfully
  - 1 pt = Often treats peers disrespectfully
  - 0 pts = Always treats peers disrespectfully
- **5 pts**: Display a **positive attitude**
  - 5 pts = Always shows up ready to learn
  - 4 pts = Often shows up ready to learn
  - 3 pts = Sometimes disengages from class lessons and discussions
  - 2 pts = Often disengages from class lessons and discussions
  - 1 pt = Is resistant to participating in class activities
  - 0 pts = Is actively antagonistic or refuses to participate in class activities
- **5 pts**: **Pay attention** during lectures
  - 5 pts = Is always focused on the lesson at hand
  - 4 pts = Is usually focused on the lesson at hand
  - 3 pts = Sometimes appears distracted or involved in other activities
  - 2 pts = Often appears distracted or involved in other activities
  - 1 pt = Constantly distracted or involved in other activities
  - 0 pts = Refuses to focus on the lesson at hand
- **5 pts**: Participate in **discussions** and **workshops**
  - 5 pts = Frequently contributes meaningful insights to class discussions
  - 4 pts = Contributes a decent amount to class discussions
  - 3 pts = Occasionally adds to class discussions
  - 2 pts = Rarely adds to class discussions
  - 1 pt = Never speaks during class
  - 0 pts = Does not attend classes
- **5 pts**: Keep noise distractions to a **minimum**
  - 5 pts = Does not talk while others are speaking; no phone-related or other interruptions
  - 4 pts = Usually keeps quiet while others are speaking; minimal noise-related distractions
  - 3 pts = Sometimes talks while others are speaking and/or presents noise-related distractions
  - 2 pts = Often talks over others and/or presents noise-related distractions

- ○ 1 pt = Constantly talks over others and/or presents noise-related distractions
- ○ 0 pts = Refuses to respect when others are speaking

- **5 pts**: Complete **assignments** by the date due
  - ○ 5 pts = All required assignments completed; no more than three late submissions
  - ○ 4 pts = All required assignments completed; no more than five late submissions
  - ○ 3 pts = Three or more assignments have not been completed
  - ○ 2 pts = Five or more assignments have not been completed
  - ○ 1 pt = No more than one assignment has been completed
  - ○ 0 pts = No assignments have been turned in

- **5 pts**: **Communicate** with the instructor in a timely manner regarding any questions, absences and making up work
  - ○ 5 pts = Always notifies the instructor when absent, late, or needing help with assignments
  - ○ 4 pts = Often notifies the instructor when absent, late, or needing help with assignments
  - ○ 3 pts = Sometimes notifies the instructor when absent, late, or needing help with assignments
  - ○ 2 pts = Is often absent or late without notifying the instructor; falls behind on work without reaching out
  - ○ 1 pt = Is very often absent or late without notifying the instructor; ignores outreach from instructor
  - ○ 0 pts = Never communicates with the instructor and ignores all attempts at outreach

Course Schedule (subject to change)

Download as PDF

Week 1 (Sep. 8) – Course Overview

Lecture/Discussion:

- Introductions
- Course Materials and Expectations
- An Overview of Video Game History

OPTIONAL Student Stress Factors Survey – this will help me understand any challenges you may be facing outside of class but will not factor into your grade

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Week 2 (Sep. 15) — The Structure of Games

Lecture/Discussion:

- Physical (Analog) Games – Board, Card, Dice, Tile
- The Structure of Games – Players, Objectives, Procedures, Rules, Resources, Conflict, Boundaries, Outcome

Assignment: Historical Analysis #1 – Analog Games (Due Week 3, Sep. 22)

Week 3 (Sep. 22) – The Arcade Golden Age

Due: Historical Analysis #1 – Analog Games (30 pts / 6% of Semester Grade)

Lecture/Discussion:

- The First Home Console Generation — Magnavox Odyssey
- The "Golden Age" of Arcade Video Games
- Pioneers: *Pong*, *Breakout*, *Space Invaders*, *Asteroids*, *Pac-Man*, *Donkey Kong*, *Centipede*, *Frogger*, *Tempest*, *Defender*, *Q*bert*, *Ms. Pac-Man*, *Punch-Out!!*
- Innovations, Narrative, Mascots, Marketing
- The Second Console Generation: Channel F, Atari 2600, Intellivision, Philips Odyssey 2, ColecoVision
- Atari 2600 Classics – *Combat*, *Adventure*, *Joust*, *Pitfall!*, *Yars' Revenge*, *Donkey Kong Jr.*, *Mario Bros.*

Assignment: Discussion Response #1 – Mascots and Marketing (Due Week 4, Sep. 29)

Week 4 (Sep. 29) — The Crash of '83 and Home Console Recovery

Due: Discussion Response #1 – Mascots and Marketing (15 pts / 3% of Semester Grade)

Lecture/Discussion:

- The Video Game Crash of 1983 – Market Saturation, Loss of Publishing Control, Low Consumer Confidence
- Activision and The Rise of Third-Party Developers
- The Rise of Computer Gaming
- The First Online Games — *Multi-User Dungeon*
- The Home Console Recovery — NES, Sega Genesis
- The Third Console Generation / The 8-Bit Era
- Strong First Party Games: *Super Mario Bros.*, *The Legend of Zelda*, *Metroid*
- RPGs: *Dragon Quest*, *Final Fantasy*, *Phantasy Star*

- Sidescrollers: *Mega Man*, *Castlevania*

Assignments:
- Historical Analysis #2 – The 8-Bit Era (Due Week 5, Oct. 6)
- Discussion Response #2 – Post-Crash Gaming (Due Week 5, Oct. 6)
- Mid-Semester Student Feedback Survey (Due Week 5, Oct. 6)

Week 5 (Oct. 6) — The First Console Wars

Due:
- Historical Analysis #2 – The 8-Bit Era (30 pts / 6% of Semester Grade)
- Discussion Response #2 – Post-Crash Gaming (15 pts / 3% of Semester Grade)
- Mid-Semester Student Feedback Survey

Lecture/Discussion:
- The Fourth Console Generation / The 16-Bit Era
- Console Wars: Super Nintendo vs Sega Genesis (1988-1994)
- *Sonic the Hedgehog* as Sega's Answer to Mario
- *Street Fighter* and the emergence of the Fighting Game Genre
- *Mortal Kombat*, Realism, Violence, and the Formation of the ESRB
- Handheld Systems, The Nintendo Game Boy
- Industry disruption by the Sony PlayStation in 1994

Assignments:
- Historical Analysis #3 – The Console Wars (Due Week 6, Oct. 13)
- Discussion Response #3 – Realism and Graphic Content (Due Week 6, Oct. 13)

Week 6 (Oct. 13) — 3D Games

Due:
- Historical Analysis #3 – The Console Wars (30 pts / 6% of Semester Grade)
- Discussion Response #3 – Realism and Graphic Content (15 pts / 3% of Semester Grade)

Lecture/Discussion:
- Fifth Console Generation — 32-bit: Sony PlayStation, Sega Saturn; 64-bit: Nintendo 64
- Sixth Console Generation — 128-bit: Sega Dreamcast, PS2, Nintendo GameCube, Xbox
- The Transition from Cartridges to Disks
- Major Franchises Transition to 3D – *Super Mario 64*, *Final Fantasy VII*, *Ocarina of Time*, *Donkey Kong 64*, *Kirby 64: The Crystal Shards*, *Sonic Adventure*, *Metroid Prime*
- PS2 and Backward Compatibility
- Microsoft Replaces Sega in the Console Wars
- The Rise of the FPS Genre – *Doom*, *Wolfenstein 3D*, *Duke Nukem 3D*
- FPS Advancements – *Quake*, *GoldenEye 007*, *Perfect Dark*, *Tom Clancy's Rainbow Six*, *Half-Life*, *Medal of Honor*, *Counter-Strike*, *Battlefield 1942*, *Call of Duty*, *Killzone*, *Gears of War*
- *EverQuest*, *Halo*, *World of Warcraft* and Online Multiplayer (FPS, MMO)
- The Impact of Xbox Live
- The First DLC, Microtransactions

- Avatar as Representation – Race, Gender, Body Image
- Social Issues in Online Gaming – Violence, Bullying, Mental Health
- The Survival Horror Genre – *Resident Evil*, *Silent Hill*
- The Real-Time Strategy Genre – *Warcraft: Orcs & Humans*, *Command & Conquer*, *Age of Empires*, *StarCraft*
- The Life Simulation Genre – *Harvest Moon*, *The Sims*, *Animal Crossing*

Assignments:

- Discussion Response #4 – 3D Pioneers (Due Week 7, Oct. 20)
- Start Presentation #1 – Representation in Games (Due Week 9, Nov. 3)

Week 7 (Oct. 20) — Non-Traditional Control Schemes

Due: Discussion Response #4 – 3D Pioneers (15 pts / 3% of Semester Grade)

Lecture/Discussion:

- Seventh Console Generation — Xbox 360, Sony PS3, Nintendo Wii
- Motion Controls: Kinect, Wii, PlayStation Move, *Wii Sports*
- Health and Exercise Games – *Wii Fit*, *DDR*
- Music Games, Custom Hardware – *Guitar Hero*, *Rock Band*
- Touch Controls: Nintendo DS, 3DS
- The Mobile Revolution, "Casual" Games – *Bejeweled*, *Plants vs. Zombies*, *FarmVille*, *Angry Birds*
- The Tower Defense Boom of 2007-08
- The "Casual" vs. "Hardcore" Divide
- Interactive Storytelling – *Façade*, *Mass Effect*, *Heavy Rain*
- PS3 and Blu-ray
- Wii Virtual Console
- The MOBA Genre – *Defense of the Ancients*, *League of Legends*, *Dota 2*

Assignments:

- Game Review #1 – Non-Traditional Control Schemes (Due Week 8, Oct. 27)
- Continue working on Presentation #1 – Representation in Games (Due Week 9, Nov. 3)

Week 8 (Oct. 27) — Gaming in the Digital Age

Due: Game Review #1 – Non-Traditional Control Schemes (40 pts / 8% of Semester Grade)

Lecture/Discussion:

- Eighth Generation — Xbox One, PS4, Nintendo Wii U
- Digital Distribution – Steam, Xbox Game Pass
- Game Preservation: ROMs, Emulation, Digital Rights Management
- Independent Game Development – *The Binding of Isaac*, *Shovel Knight*, *Lisa: The Painful*, *Undertale*, *Ori and the Blind Forest*, *Stardew Valley*, *Enter the Gungeon*, *Hollow Knight*, *Cuphead*, *Night in the Woods*, *What Remains of Edith Finch*, *Celeste*, *Untitled Goose Game*, *Phasmophobia*

Assignments:

- Finish Presentation #1 — Representation in Games (Due Week 9, Nov. 3)
- Start Game Review #2 – Indie Games (Due Week 10, Nov. 10)
- Start Discussion Response #5 – Game Preservation and DRM (Due Week 10, Nov. 10)

Week 9 (Nov. 3) – Representation in Games Presentations

Due: Presentation #1 — Representation in Games (50 pts / 10% of Semester Grade)

Assignments:

- Finish Game Review #2 – Indie Games (Due Week 10, Nov. 10)
- Finish Discussion Response #5 – Game Preservation and DRM (Due Week 10, Nov. 10)

Week 10 (Nov. 10) — Trends in Modern Gaming

Don't miss this class! At the end, we'll be forming teams for Presentation #2 – Gaming in Modern Society

Due:

- Game Review #2 – Indie Games (40 pts / 8% of Semester Grade)
- Discussion Response #5 – Game Preservation and DRM (24 pts / 4.8% of Semester Grade)

Lecture/Discussion:

- Ninth Generation: Nintendo Switch, PS5, Xbox Series X / S
- Open World, Battle Royale Trends
- Multitasking and "Choreification"
- Gamers as Cultural Icons — Twitch, Livestreaming, Speedrunning, Esports
- Speedrunning — History, Communities, Categories, Strategies, Developer Response
- Esports, Competitive Gaming — *Rocket League Championship Series*, *Overwatch League*, *Apex Legends Global Series*, *Super Smash Bros.*, *Pokémon World Championships*
- VR Gaming
- Cloud Gaming: GeForce Now, Google Stadia, Amazon Luna

Assignments:

- Game Review #3 – Open World Games (Due Week 11, Nov. 17)
- Start Presentation #2 – Gaming in Modern Society (Due Week 12, Dec. 1)

Note: Course Withdrawal Deadline is Nov. 14

Week 11 (Nov. 17) — Game Industry Culture

Due: Game Review #3 – Open World Games (40 pts / 8% of Semester Grade)

Lecture/Discussion:

- Crunch in the Game Industry
- Gamergate
- Diversity, Equality & Inclusion in the Game Industry

Assignments:

- Finish Presentation #2 – Gaming in Modern Society (Due Week 12, Dec. 1)
- Start Discussion Response #6 – Game Industry Culture (Due Week 13, Dec. 8)

No Class Nov. 24 (Thanksgiving Break)

Week 12 (Dec. 1) — Gaming in Modern Society Presentations

Due: Presentation #2 – Gaming in Modern Society (50 pts / 10% of Semester Grade)

Assignments:

- Finish Discussion Response #6 – Game Industry Culture (Due Week 13, Dec. 8)
- Start Presentation #3 – Original Game Concept (Due Finals Week, TBA)

Week 13 (Dec. 8) — Games as Art

Due: Discussion Response #6 – Game Industry Culture (16 pts / 3.2% of Semester Grade)

Lecture/Discussion:

- Why the debate over games as art matters
- Defining "art"
- Introduction to Aesthetics – the philosophy of art and taste
- The history of the debate over games as art
- Examples of games considered to be art

Assignments:

- Finish Presentation #3 — Original Game Concept (Due Dec. 12)
- Course Evaluation

Note: If you wish to request a grade of Incomplete for this course, you must do so by Dec. 8

Final Exam Period (Dec. 12) — Original Game Concept Presentations

Please note that this class meeting will take place Tuesday, Dec. 12 from 1:00-3:00 PM

Due: Presentation #3 — Original Game Concept (50 pts / 10% of Semester Grade)

Please submit any missing work no later than Monday, 12/18 – have a wonderful winter break!

Academic Policies

Policy on Academic Integrity and Cases of Academic Dishonesty
This class will follow the policies of Rider University regarding Academic Integrity, as well as the procedures in addressing cases of Academic Dishonesty. The College's policies on such matters can be found in their entirety at: http://catalog.rider.edu/policies/code-academic-integrity/. Academic Dishonesty refers to a misrepresentation of the source or permissions related to the submission of written and creative works. In the area of digital design, this includes visual work, audio work, and written work. If in doubt, feel free to discuss sources with me before submission of work.

Academic Success Center
Students needing supplemental help beyond the scope of this class are encouraged to contact the Academic Success Center in Suite 237 of the Bart Luedeke Center. The center's services include a writing studio, success coaching and the potential for tutoring services. Email academicsuccesscenter@rider.edu.

Academic Disability Policy
Rider University is committed to providing reasonable accommodations for all students with disabilities. If you are seeking classroom accommodations under the Americans with Disabilities Act or Section 504 of the Rehabilitation Act of Sample Syllabus Statements-Disabilities April 2021 1973, you are required to register with Student Accessibility and Support Services office (SASS) at the Bart Luedeke Center, Suite 201. SASS can be contacted by email at accessibility@rider.edu or by phone at 609-895-5492, To receive academic accommodations for this class, please obtain the proper accommodation form from SASS and meet with me at the beginning of the semester to discuss your accommodations.

Class Absence Notice
It is the student's responsibility to inform instructors of the nature and extent of an actual or anticipated absence. If that is impossible, or if the absence is or will be more than three (3) consecutive class sessions (seven (7) calendar days), the student should contact the Office of the Dean of Students at deanofstudents@rider.edu or 609-896-5101. Then the dean's office will notify the appropriate faculty member. More information about the procedure for notifying the dean's office of absences can be found at https://www.rider.edu/about/offices-services/student-affairs/dean-of-students/info-for-students/class-absence-notice

Incomplete Grades
Students who, as a result of extenuating circumstances, are unable to complete the required work of a course within the term, may request an extension of time from a faculty member. Such extensions of time can be granted only in cases in which illness or another serious emergency has prevented the student from completing the course requirements or from taking a final examination. The request for extension of time must be made prior to the last scheduled class meeting, except in those unusual situations in which prior notification is impossible.

The faculty member shall determine whether to grant the request for a time extension and the type of verification (if any) required to support the request. The faculty member shall specify the time, up to four weeks from the last day of the term, as specified in the academic calendar, by which work must be completed by the student. If the faculty member does agree to the request, the notation "I" (Incomplete) shall be submitted on the grade roll. In those situations where the faculty member has not received a request for an extension of time, the notation "I" (Incomplete) may be submitted on the grade roll by the faculty member when, in his or her judgment, such a determination appears justified. Upon submission of completed required work the faculty member shall submit a Change of Grade form to the Registrar.

Students who, as a result of extenuating circumstances, are unable to submit the completed required work at the end of the four-week period may request an extension of the incomplete grade. The request for an extension of the incomplete must be made prior to the expiration of the four-week period. If the faculty member agrees to the request for an extension of the incomplete, the faculty member shall specify the time, up to a maximum of two weeks from the date of expiration of the four-week period (i.e., six weeks from the last day of the term) by which work must be completed by the student and shall submit an Extension of Incomplete form to the Registrar.

Upon submission of completed required work, the faculty member shall submit a Change of Grade form to the Registrar and assign the course grade. Failure of the Registrar to receive from the faculty member a Change of Grade form or an Extension of Incomplete form at the end of the four-week period, or a Change of Grade form at the end of the six-week period shall result in the automatic assignment of the grade "F," "Z," or "U" by the Registrar.

Students who receive an incomplete in a course that is part of a course sequence must obtain permission from the department chairperson to remain enrolled in the next course in the sequence or they will be removed from that next course.

More information on grade reports can be found here:
http://catalog.rider.edu/policies/undergraduate/grades/

Courses – Adding, Dropping, Withdrawing, Auditing, Repeating
Students may add courses through the first week of the regular semester at their own discretion provided the course is still open for registration. Students may drop courses through the second week of the regular semester at their own discretion. In such cases, the courses are deleted from the student's record. After the second week of the semester, a withdrawal from the course is necessary and a 'W' is recorded on the transcript.

Students may withdraw from courses and receive a grade of 'W' during the third through tenth weeks of the semester. The student's academic advisor and financial aid counselor will be notified of class withdrawals by email. View the course drop/withdrawal policy:
https://www.rider.edu/tuition-aid/financial-aid/payment-billing/drop-withdrawal-policy

Fall 2023 withdrawal dates can be found here:
http://catalog.rider.edu/academic-calendar/#Fall%20Semester%202017

More information on course processes can be found here:
http://catalog.rider.edu/policies/undergraduate/courses-add-drop/

Registrar forms can be found here: https://www.rider.edu/academics/academic-support/registrar/forms

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