



<i>Posts to Class Forum (ANGEL)</i>	<i>10 percent</i>
<i>Mid-term Exam (2.5 hours)</i>	<i>45 percent</i>
<i>Final Exam (2 hours)</i>	<i>35 percent</i>

The group presentation (15 minutes) will involve groups of 2-4 students introducing the class to a game that we haven't discussed, and placing it in the context of the historical and analytic material we've read so far. The class Forum will involve posts (3 times in the semester) discussing games, the reading, or the class discussion. The exams we'll discuss in class.

Failure to complete any of these assignments will prevent you from passing the course. On top of this will be your class participation grade, which can either hurt you or help you (up to 1/3 a grade either way). It will be determined by the degree to which you help the class learn, or keep it from learning. I do not penalize students who do not talk in class.

In exceptional circumstances I will consider the granting of a grade of incomplete, but only when all but a minor portion of the course work has been successfully completed.

#### Lateness, absences, and other rules:

Because this is a large class, I will not be taking attendance. However, I will act to limit distractions, so, no newspaper reading, chatting, and so on, unless you want to leave. You may use laptops, since I assume that occasionally you will want to look up class-related material or take notes. Students who use laptops must sit in the last two occupied rows of the class. Finally, don't be late. It's annoying.

I don't accept late work unless you talk about it with me in advance. Unexcused late work will receive a grade of 0. If you are not in class when something is due (or when we take an exam), you will receive a grade of 0, unless you have spoken about things with me in advance.

#### Plagiarism and academic honesty:

If you use someone else's ideas, whether through direct quotation or paraphrase, you need to say so. Use parenthetical references and a works cited list (as explained in the *MLA Style Guide*, available in the library or at the bookstore) to show your reader where your ideas are coming from. *This course will not require you to do external research to write papers, so avoid the temptation to plagiarize by sticking with the materials we're reading in class.*

Dishonesty of any other kind will not be tolerated. Dishonesty includes, but is not limited to, cheating, fabricating information or citations, facilitating acts of academic dishonesty by others, having unauthorized possession of examinations, submitting work of another person or work previously used without informing the instructor, or tampering with the academic work of other students. Acts of dishonesty will result in academic sanctions and will be reported to the University's Judicial Affairs office for possible further disciplinary sanction.

#### Equal access:

Penn State welcomes students with disabilities into the University's educational programs. If you have a disability-related need for reasonable academic adjustments in this course, please contact the Office for Disability Services. For further information regarding policies, rights and responsibilities please visit the ODS website at: [www.equity.psu.edu/ods/](http://www.equity.psu.edu/ods/). Please notify me as early in the semester as possible regarding the need for reasonable accommodations.

Daily syllabus. Have everything read before coming to class.

- Week 1: Aug 23, 25  
T: Introduction  
Th: Caillois, "Definition of Play" (PDF); **Post A**
- Week 2: Aug 30, Sept 1 / Play, Games, and Genre  
T: Caillois, "Corruption of Games," 43-67 (PDF); Suits both essays (PDF);  
Th: *First Person*, 1-70; *Afternoon* [www.wwnorton.com/college/english/pmaf/hypertext/aft/](http://www.wwnorton.com/college/english/pmaf/hypertext/aft/) ;  
**Post B**
- Week 3: Sept 6, 8 / Early History  
T: Donovan, 1-95; *Adventure* (aban) *Rogue* (aban); *Zork I* (aban); play some Atari games [www.2600online.com](http://www.2600online.com) **Post C**  
Th: Wark, "Agony," "Allegory" (PDF); **Post D**
- Week 4: Sept 13, 15 / The early 1990s  
T: Donovan, 85-153; play some Nintendo games [www.virtualnes.com](http://www.virtualnes.com)  
Steger, "What is Globalization?" (PDF)  
Th: Donovan, 153-186; Bissell, "Little, Big" (PDF); *Balance of Power 1990* (aban);  
**Post E**
- Week 5: Sept 20, 22 / Auteurs: Molyneux  
T: Donovan, 187-212; *Tetris* [www.freetetris.org](http://www.freetetris.org) Bissell, "Molyneux" (PDF)  
Interview: <http://www.guardian.co.uk/technology/2008/apr/30/molyneux>  
Th: *Populous* (aban), *Black & White* , *Fable* series (amazon); **Post A**
- Week 6: Sept 27, 29 / Theories  
T: *First Person*, 117-165; **Presentation 1**  
Th: Donovan, 213-237; *Myst* (aban); **Presentation 2; Post B**
- Week 7: Oct 4, 6 / Auteurs: Wright  
T: *Sim City*, *SimCity 2000*, *SimEarth* (aban); **Presentation 3**  
Atkins, "Sim City"  
Interviews with Will Wright:  
<http://www.popsci.com/entertainment-gaming/article/2007-02/wright-stuff>  
<http://www.eurogamer.net/articles/maxis-will-wright-interview>  
<http://pc.ign.com/articles/724/724248p1.html>  
[http://www.gamasutra.com/view/feature/6386/the\\_replay\\_interviews\\_will\\_wright.php](http://www.gamasutra.com/view/feature/6386/the_replay_interviews_will_wright.php)  
<http://www.guardian.co.uk/technology/2008/may/02/will.wright>  
Th: *The Sims* series (amazon); *spore* (amazon); **Presentation 4; Post C**
- Week 8: Oct 11, 13  
**MID-TERM EXAM (both days)**
- Week 9: Oct 18, 20 / History: rise of the FPS; physics  
T: Donovan, 237-265; Atkins "Half Life" (PDF); **Presentation 5**  
Th: *Doom II* (aban); *Quake* (amazon); *Half-Life* (amazon); **Presentation 6; Post D**

- Week 10: Oct 25, 27 / Auteurs: Meier, Cage  
 T: *Civilization* (I and II aban; III and up amazon); *Alpha Centauri* (gog) Galloway, “Allegories of Control” (PDF)  
**Presentation 7**  
 Interviews/discussion of Sid Meier:  
<http://tinyurl.com/3gzfbn3>  
<http://www.mindjack.com/interviews/sidmeier.html>  
<http://www.next-gen.biz/features/interview-sid-meier>  
[http://www.gamasutra.com/view/feature/1523/the\\_history\\_of\\_civilization.php](http://www.gamasutra.com/view/feature/1523/the_history_of_civilization.php)  
 Th: *Indigo Prophecy* (amazon); *Heavy Rain* (PS3); **Presentation 8; Post E**  
 Interviews with David Cage:  
<http://www.eurogamer.net/articles/heavy-rains-david-cage-interview>  
<http://www.joystiq.com/2010/03/19/interview-spoiling-heavy-rain-with-david-cage/>  
[http://technology.timesonline.co.uk/tol/news/tech\\_and\\_web/article7029223.ece](http://technology.timesonline.co.uk/tol/news/tech_and_web/article7029223.ece)
- Week 11: Nov 1, 3 / Virtual Worlds  
 T: Donovan, 289-320; Lastowka 1-48; **Presentation 9**  
 Th: Lastowka 49-66; *WoW*, *Tale in the Desert*; **Presentation 10; Post A**
- Week 12: Nov 8, 10  
 T: Donovan, 343-357; Lastowka 67-101; **Presentation 11**  
 Th: *GTA* series; Lastowka 102-143; **Presentation 12; Post B**
- Week 13: Nov 15, 17 / User Development, Mods, Machinima, Art  
 T: Donovan, 321-332; Lastowka, 144-196; **Presentation 13**  
 Th: Steger, “Cultural Globalization” (PDF)  
*Red vs. Blue*; *The Movies* (amazon); *Super Mario Clouds* (web); **Presentation 14; Post C**

*Thanksgiving Break is November 20-26*

- Week 14: Nov 29, Dec 1 / Indie and Avant-Garde Games  
 T: Donovan, 357-369; Galloway, “Countergaming” (PDF); Bissell, “Braided” 91-103 (PDF)  
 Th: *First Person*, 85-94  
 Article about Jason Rohrer’s Chain World:  
[http://www.wired.com/magazine/2011/07/mf\\_chainworld/all/1](http://www.wired.com/magazine/2011/07/mf_chainworld/all/1)  
*untitled game* (web); *Flow* (web); *Passage* (web); *Flower* (PS3); *Portal* (amazon); see also *Machinarium*, *Canabalt*, *Gridrunner Revolution*, *Inside a Star-Filled Sky*; **Post D**
- Week 15: Dec 6, 8  
 T: The future of game studies and gaming  
 Th: Conclusions; preparing for the final; **Post E**

**FINAL EXAM** (date/location TBA)