

## GAME 230 DL1: HISTORY OF COMPUTER GAME DESIGN

CRN 72922	CREDIT HOURS: 3.0
SEMESTER/YEAR: FALL 2016	CLASS LOCATION: ONLINE
	CLASS MEETING TBA
<b>INSTRUCTOR:</b> Professor Hasani McIntosh	<b>OFFICE HOURS:</b> Tue: 3PM-5PM, additional hours available by appointment
<b>COURSE TA OR COORDINATOR:</b> TBD	<b>COURSE WEBSITE:</b> Blackboard

**COURSE COMMUNICATIONS:** Students can communicate directly with the instructor regarding the course material. Students are also encouraged to post general questions to the discussion board through the course management system.

**COURSE DESCRIPTION:** This course provides a comprehensive survey of the history of videogames. The class begins by exploring ancient games, early mechanical novelty machines, pinball and computers. The bulk of the class examines arcade games, modern console games and game hardware. This class will detail the people, the technology and the companies that have made videogames the multi-billion dollar industry that it is today. Hands-on study and analysis will include writing about, discussing and playing games past and present.

### **STUDENT LEARNING OUTCOMES:**

Students who complete this course will:

- A. Have a broad understanding of the significant early video games
- B. Be able to identify the advances in the technologies that shaped the games industry
- C. Be able to write effectively about the history of computer games/video games
- D. Be able to identify and discuss key persons in computer game history
- E. Understand the lineage of notable companies and games in the game industry

### **REQUIRED TEXTS AND ONLINE RESOURCES:**

Tristan Donovan. (2010). *Replay: The History of Video Games*. Yellow Ant.

### **REQUIREMENTS AND EVALUATION:**

Keeping up with dates and participation is a major part of this class. Class contents consist of reading, lectures, video screening, peer review, and hands on activities. Posting in forums, uploading videos, summaries of readings and lectures, and taking short exams will be the bulk of your experience.

Each student is required to write a research paper about a topic of their choosing. Make sure the topic you choose to write about has ample information and research.

**PREREQUISITE KNOWLEDGE AND SKILLS:** NA

**GRADING:** The student's final grade will consist of the following assignments:

- 40% Quizzes (4 worth 10 points each)
- 10% Participation (chapter discussions and blog posts)
- 10% Abstract and Annotated Bibliography (for Research Paper)
- 10% Video Game Review
- 30% Research Paper

**INSTRUCTIONAL METHODS:** This course incorporates lecture, in-class exercises, assignments, and discussion. Classes will also include group learning projects and student-created presentations. Individual assignments will be explained in detail as the course progresses.

**Honor Code, Copyright, & Computing Policies:** *To promote a stronger sense of mutual responsibility, respect, trust, and fairness among all members of the George Mason University community and with the desire for greater academic and personal achievement, we, the student members of the university community, have set forth this honor code:* Student members of the George Mason University community pledge not to cheat, plagiarize, steal, or lie in matters related to academic work.

You are expected to adhere to all University policies and guidelines during your participation in this course. All work must be your own. Inappropriate use of the work of others is a George Mason University Honor Code violation. Please review the University's website for information on the following: Honor Code and Judicial Procedures; Copyright/Fair Use; and Responsible Use of Computing.

**If you are a student with a disability and you need academic accommodations**

Please see me and contact the Disability Resource Center (DRC) at 703.993.2474. All academic accommodations must be arranged through that office. Students must inform the instructor at the beginning of the semester, and the specific accommodation will be arranged through the Disability Resource Center.

**You are encouraged to sign up for the Mason Alert System** by visiting the website <https://alert.gmu.edu>. An emergency poster exists in each classroom explaining what to do in the event of crises and that further information about emergency procedures exists on <http://www.gmu.edu/service/cert>.

**University Libraries**

University Libraries provides resources for distance students.

See <http://library.gmu.edu/distance> and [http://infoguides.gmu.edu/distance\\_students](http://infoguides.gmu.edu/distance_students)].

## Writing Center

The George Mason University Writing Center staff provides a variety of resources and services (e.g. tutoring, workshops, writing guides, handbooks) intended to support students as they work to construct and share knowledge through writing.

## Counseling and Psychological Services

The George Mason University Counseling and Psychological Services (CAPS) staff consists of professional counseling and clinical psychologists, social workers, and counselors who offer a wide range of services (e.g., individual and group counseling, workshops and outreach programs) to enhance students' personal experience and academic performance [See <http://caps.gmu.edu>]

All assignments are due at 11:59pm, Saturday at the end of the week unless otherwise specified by your instructor. I reserve the right to adjust the syllabus at any time as I see fit. Pay attention to notifications.

## Class Lectures and Projects

### WEEK 1

8/28

#### TOPIC:

INTRODUCTIONS:

WHY STUDY GAMES?

#### READINGS:

GET YOUR BOOK

**DUE: (SATURDAY 9-3 @ 11:59PM)**

START A BLOG VIA WORDPRESS OR BLOGSPOT. POST A BIO AND PICTURE (SEND ME THE LINK)

### WEEK 2

9/4

#### TOPIC:

EARLY GAMING AND ITS IMPORTANCE

#### READINGS:

REPLAY: CHAPTER 4&5

**DUE: (9-10 11:59PM) READING RESPONSE AND PEER COMMENTS 1, FIND A RESEARCH TOPIC**

**WEEK 3**

**9/11**

**TOPIC:**

THE AUDIENCE, IDEATIONS, PRE PRODUCTION

**READINGS:**

REPLAY: CHAPTER 6&7

DUE: (9-17 11:59PM) READING RESPONSE AND PEER COMMENTS 2

**WEEK 4**

**9/18**

**TOPIC:**

GAME MECHANICS; PREPARE FOR WEEK 5; QUIZ #1

**READINGS:**

REVIEW CHAPTERS AND LECTURES

**WEEK 5**

**9/25**

**TOPIC:**

QUIZ #1 (CHAPTERS 1-4)

**READINGS:**

REPLAY: CHAPTER 8-10

DUE: 10-1 11:59PM READING RESPONSE AND PEER COMMENTS 3

**WEEK 6**

**10/2**

**TOPIC:**

CRASH, NEAR MISSES; VCRS

**READINGS: NONE; PREPARE FOR WEEK 7; QUIZ #2**

**DUE: 10-8 11:59** PLAY A GAME AND REVIEW IT! BLOG POST 4

**WEEK 7**

**10/09**

**TOPIC:**

QUIZ #2 (CHAPTERS 5-10)

MIDTERM REVIEW

**READINGS:**

REPLAY: CHAPTER 11-14

DUE: 10-15 11:59PM READING RESPONSE BLOG POST AND COMMENTS 5

**WEEK 8**

**10/16**

**TOPIC:**

HISTORY AND NEW MEDIA

**READINGS:**

REPLAY: CHAPTER 15-18

DUE: 10-22 11:59PM, READING RESPONSE BLOG POST AND COMMENTS 6 & Abstract and Annotated Bibliography (for Research Paper)

**WEEK 9**

**10/23**

**TOPIC:**

STORY DEVELOPMENT

**READINGS:**

REPLAY: CHAPTER 20-23

DUE: 10-29, 11:59PM, READING RESPONSE BLOG POST AND COMMENTS 7

**WEEK 10**

**10/30**

**TOPIC:**

DANCING IN THE ARCADE, ONLINE PLAY

**READINGS:**

REPLAY: CHAPTER 24-25

DUE: 11-5, 11:59PM, READING RESPONSE BLOG POST AND COMMENTS 8

**WEEK 11**

**11/06**

**TOPIC:**

SERIOUS GAMES

**READINGS:**

REPLAY: CHAPTER 26-28

DUE: 11-12, 11:59PM, READING RESPONSE BLOG POST AND COMMENTS 9

**WEEK 12**

**11/13**

**TOPIC:**

VIOLENCE IN GAMES

**READINGS:**

REVIEW A SCHOLARLY ARTICLE

DUE: 11-19, READING RESPONSE BLOG POST AND COMMENTS 10

STUDY FOR QUIZ 3

**WEEK 13**

**11/20**

**THANKSGIVING 11-24**

**TOPIC:**

QUIZ 3

**READINGS:**

WORK ON PAPERS

**WEEK 14**

**11/27**

**TOPIC:**

RESEARCH PAPER PROGRESS

**READINGS:**

NONE

**WEEK 15**

**12/04**

**TOPIC:**

QUIZ #4

**READINGS:**

NONE

DUE: FINAL PAPERS DUE WEEK 16

**WEEK 16**

**12/11**

**TOPIC:**

FINAL PAPERS DUE 12-17, 11:59PM

