

INTRODUCTION TO GAMING

Dr. Shawn Edrei

Fall Semester

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Office Hours: By appointment

Short description:

Video games have emerged from the clouds of conservative suspicion in the late 1980's and early 1990's to become one of the foremost platforms for modern media, with an increasingly pronounced impact on contemporary cultural and social phenomena worldwide. Advancing alongside technological evolution, the field of gaming has crafted and disseminated a multitude of unique, experimental forms of fiction which cannot be replicated in any other medium.

This course will act as an introduction to the field of gaming through discussion of important critical perspectives, tracking historical and technological developments throughout the decades, and providing direct experience with and analysis of several popular and "indie" games which aptly demonstrate how digital tools have been harnessed to generate these complex narrative experiences. We will cover subjects such as game genres, player agency, metafiction and "rule-breaking", modding/hacking games, persistent online worlds, and more.

Assessment:

Minor assignments:

1 short response paper, to be submitted at any point during the semester. 25% of final grade.

Mid Term:

In-class exam. 15% of final grade.

Final requirement:

Paper. 50% of final grade.

Participation:

10% of final grade.

Attendance:

Attendance is mandatory. Students are permitted a maximum of three absences without penalty. Any additional absences will affect the final grade and may result in failure of the course.

Academic conduct:

Plagiarism is taken extremely seriously. Any instance of academic misconduct which includes: submitting someone else's work as your own; failure to accurately cite sources; taking words from

another source without using quotation marks; submission of work for which you have previously received credit; working in a group for individual assignments; using unauthorized materials in an exam and sharing your work with other students, will result in failure of the assignment and will likely lead to further disciplinary measures.