Short Syllabus

Course Title

Introduction to Gaming

Lecturer

Dr. Shawn Edrei

Contact details

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Semester

Spring

Short Description

This course will act as an introduction to the field of video games and gaming through discussion of important critical perspectives, tracking historical developments throughout the decades, and direct experience with and analysis of several popular and "indie" games which aptly demonstrate how digital technologies have been harnessed to generate these complex interactive experiences.

Final grade components

Minor assignments:
1 response paper, 1-2 pages, flexible deadline. 25% of final grade.
Midterm: In-class exam, 15% of final grade
Final requirement: Paper, 5-6 pages, 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.