

Course: DePaul University GAM 206

Instructor: Jonathan Hey

Spring Quarter 2019-2020

## **Summary of Course**

### **(#30545) GAM 206-601 History of Games**

Tuesdays and Thursdays 3:10PM-4:40PM Panopto video of lecture and videos **Remote but held in this time period**

### **Jon Hey's Office Hours:**

- Remote via Zoom, Skype or phone call (TBD)
- Or by appointment ("social distancing" practiced)

Email (preferred): [jhey@depaul.edu](mailto:jhey@depaul.edu)

Also: [jhey.depaul@gmail.com](mailto:jhey.depaul@gmail.com)

Also: [jonhey@rcn.com](mailto:jonhey@rcn.com) This "ports" to and from D2L mass or direct emails

**Jon Hey's mobile number - voice and text (773) 443-7877** - Feel free to contact me here via voice call or text, especially if some question or other situation arises that needs to be addressed quickly. For instance, when you need quick answers to questions. As an example: clarification of take-home Quizzes questions.

## **Description**

From "The Royal Game of Ur" (2500+ BCE) to "Mortal Kombat XI" (2019) and beyond, games have been a constant in human history. The forms of games, their experiential qualities, and their cultural significance have varied enormously from era to era and place to place. This class will examine particular games and game genres in their historical context using a case study format. We will focus on "indoor" games, those of chance and skill, as opposed to physical games and sports [but will also touch on the nature of play including sports]. The examples will be chosen (i) to have global scope and historic diversity, (ii) to relate to games that students will find familiar, and (iii) to raise particular issues in historical interpretation, the use of primary sources and changing concepts of leisure activity.

## **Important Dates Spring Quarter 2020**

<https://academics.depaul.edu/calendar/Pages/default.aspx>

- Thursday February 6, 2020 Begin SQ2020 and Summer 2020 Registration
- Friday March 20, 2020 TUITION DUE: SPRING QUARTER 2020
- Friday March 27, 2020 "IN" grades issued Spring/Summer 2019 lapse to "F"

- Saturday March 28, 2020    Begin SQ2020 Classes
- Friday April 3, 2020 11:59 PM    Deadline to add classes to SQ2020 schedule
- **Friday April 10, 2020            Good Friday - University officially closed**
- **Saturday April 11, 2020        Easter Holiday - University officially closed**
- **Sunday April 12, 2020        Easter Holiday - University officially closed**
- **Monday April 13, 2020        Last day to drop SQ2020 classes with no penalty**

**(100% refund of tuition if applicable and no grade on transcript)**

- Tuesday April 14, 2020        Grades of "W" assigned for SQ2020 classes dropped on or after this day
- Tuesday April 14, 2020        Last day to select pass/fail option for SQ2020 classes
- Friday April 17, 2020        Last day to select auditor status for SQ2020 classes
- Friday May 15, 2020        Last day to withdraw from SQ2020 classes
- **Monday May 25, 2020        Memorial Day - University officially closed**
- Friday June 5, 2020        End SQ2020 Day & Evening Classes
- Saturday June 6, 2020        Begin SQ2020 Day & Evening Final Exams
- Friday June 12, 2020        Baccalaureate Mass
- Friday June 12, 2020        END SPRING QUARTER 2020
- Friday June 12, 2020        End SQ2020 Day & Evening Final Exams
- Friday June 12, 2020        Graduate Weekend Kick Off
- Saturday June 13, 2020        Commencement

### **Changes to Syllabus**

This syllabus is subject to change as necessary during the quarter. If a change occurs, it will be thoroughly addressed during class, posted under Announcements in D2L and sent via email.

### **Textbooks and Printed Resources Course Readings and Supplies**

There is no textbook for the class. There will be a variety of readings made available on-line and/or distributed in class. Readings and Materials are subject to change, modification, additions and substitutions. D2L is the starting resource for all course material [see below].

## Resources

The D2L (Desire to Learn) web site will be an important resource for the course. All information, assignments, grading, readings, links will be on D2L. The D2L site will provide many resources and links to pursue via web search for researching games.

## Prerequisites

None

## Grading

Your course grade will be calculated as follows:

A) 4 Quizzes 100 points each possible

(#1, #2, #3 and #4 are all take-home as we have “remote teaching”. All will be emailed to each student at the appropriate date. Quizzes are emailed a week before their due date.

If you are late to turn in a Quiz, an automatic deduction of 5 points will be taken. If you are more than a week late turning a Quiz, an automatic deduction of 10 points will be taken.

B) Gameplay “reflection” (one-page written summary) 15 points each, one for each game we play:

- Senet - online play
- Royal Game of Ur - online play
- Chess - online play
- Faro - online play
- Blackjack or Texas Hold 'Em Poker (method TBD)
- TBD

Gameplay reflection papers that are submitted late will get an automatic deduction of 3 points. If more than a week late, automatic deduction of 5 points.

C) Research Final Paper 400 points possible:

- Step 1 (of Final Research Paper) Preliminary Topic - choice of game to research.
- Step 2) Preliminary Bibliography - your first list of sources.
- Step 3) OPTIONAL – Draft submitted for my review and suggestions

Due by 5 pm Friday June 5th, 2020

- Step 4) Completed Final Paper

Due at the latest by midnight on the final day of Finals Week [Friday, June 12th, 2020].

Only the Final Completed Paper is issued a grade.

## Grade Chart

100-91% A

90% A-

89% B+

88-81% B

80% B-

79% C+

78-71% C

70% D+

60-69% D

## Expectations

- Describe and explain knowledge of prehistoric or historical events, themes, and ideas.
- Examine and assess historical evidence and interpretations through analysis, evaluation, and/or synthesis of a range of primary and secondary source evidence.
- Recognize that there are different perspectives on the past, whether historical or methodological in nature.
- Compose written work that expresses knowledge.
- Reason effectively in writing.

## Organization and Assessment / Schedule

GAM 206 is divided into **Four Units**. In each unit, we will study a particular culture and a game (or games) associated with it. Each unit will consist of four classes: a lecture covering the era with an emphasis on cultural issues, a lecture on the game genre and its history, an in-class game play session in which we play the chosen game, and a game discussion session in which we discuss the game and its milieu.

There is no midterm or final exam, but there will be 4 quizzes covering assigned readings. A day-by-day calendar WILL BE posted on D2L.

Please make every effort to be in on the Panopto lectures and videos. I am required to take attendance.

There is a one-page written summary on EACH of the games we play in class - to be submitted via D2L. Each game has an associated rubric available on D2L to help guide your writing of your summary assignment.

## **Policies and School Policies**

Students are expected to attend all classes and participate in in-class exercises. Class will start promptly. Students are individually responsible for material they may have missed due to absence or tardiness, including obtaining readings handed out in class. Students are responsible for reading assigned material before class.

All assignments and class material will be submitted and available at the D2L site. Assignments must represent a student's individual effort. While students are permitted to discuss assignments at the conceptual level, under no circumstances should students share specific answers (electronically or otherwise). Papers must conform to the course guidelines on references and documentation. Use of sources without attribution constitutes plagiarism, a serious violation of academic integrity. Consult the assignment handouts or the instructor if you have questions about how or what to document.

## **Online Instructor Evaluation**

Course and instructor evaluations are critical for maintaining and improving course quality. To make evaluations as meaningful as possible, we need 100% student participation. Therefore, participation in the School's web-based academic administration initiative during the eighth and ninth week of this course is a requirement of this course.

## **Email**

Email is the primary means of communication between faculty and students enrolled in this course outside of class time. Students should be sure their email listed under "demographic information" at <http://campusconnect.depaul.edu/> is correct.

## **Plagiarism**

The university and school policy on plagiarism can be summarized as follows:

Students in this course, as well as all other courses in which independent research or writing play a vital part in the course requirements, should be aware of the strong sanctions that can be imposed against someone guilty of plagiarism. If proven, a charge of plagiarism could result in an automatic F in the course and possible expulsion. The strongest of sanctions will be imposed on anyone who submits as his/her own work a report, examination paper, computer file, lab report, or other assignment which has been prepared by someone else. If you have any questions or doubts about what plagiarism entails or how to properly acknowledge source materials be sure to consult the instructor.

## **Incomplete**

An incomplete grade is given only for an exceptional reason such as a death in the family, a serious illness, etc. Any such reason must be documented. Any incomplete request must be made at least two weeks before the final, and approved by the Dean of the School of Computer Science, Telecommunications and Information Systems. Any consequences resulting from a poor grade for the course will not be considered as valid reasons for such a request.

## **Students with Disabilities**

Students who feel they may need an accommodation based on the impact of a disability should contact the instructor privately to discuss their specific needs. All discussions will remain confidential.

To ensure that you receive the most appropriate accommodation based on your needs, contact the instructor as early as possible in the quarter (preferably within the first week of class), and make sure that you have contacted the Center for Students with Disabilities (CSD) at:

- [csd@depaul.edu](mailto:csd@depaul.edu).
- Lewis Center 1420, 25 East Jackson Blvd. Phone number: (312)362-8002
- Fax: (312)362-6544
- TTY: (773)325.7296

## **Final**

Each student will be required to complete a research project (a written paper) on a historic game other than one we consider together in class. The game must originate from 1945 or before. I encourage you to look for a game that has particular relevance to your cultural heritage: games your grandparents (or great-great grandparents) might have played. There will be intermediate milestones for this project due throughout the quarter. Full details will be available on the assignment handout.

The goal for the length of your final paper is 3000 words (or more). This generally translates to 10 typed double-spaced pages. The word count does not include your annotated bibliography.

## **Introduction to the Class. (Day 1)**

Syllabus and requirements. Why study games? Why study the history of games? Aims of the class. Resources: Primary, Secondary and Tertiary Sources of history. History and Games. Historical methods. Games as primary sources. Components of a game.

Further day-by-day Calendar WILL be posted on D2L.

## **Unit 1: Indus Valley [Harappan Civilization], Ur Valley [Mesopotamia] and Ancient Egypt [Nile Valley]**

## **Unit 2: Society in Medieval and Renaissance Europe**

**Between Unit 2 and Unit 3 – Chess-Related Interjection: Lewis Chess Pieces, The “Turk” (Chess Automaton), Blaise Pascal and Probability/Risk**

## **Unit 3: America 1803-Reconstruction**

**Between Unit 3 and Unit 4 - Interjection: Baseball & Gambling and Meso-American Ball Game**

## **Unit 4: Global Decades - Technological Emergence**