



(#31059) GAM 205-301: Games Literacy Spring 2020

Tuesdays and Thursdays 1:00PM-2:30 PM - Remote but held in this time period

Instructor: Jonathan Hey

Jon Hey mobile #

(773) 443-7877

Text and Voice

jhey@depaul.edu

jhey.depaul@gmail.com

jonhey@rcn.com -> (This one “ports” to and from D2L mass emails)

Jon Hey’s Office Hours:

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

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

Course Description

This lecture course introduces students to the evolving forms, uses, and design of games. Topics covered include the tactility of play, the breadth of games as a field, the changing contexts in which games are designed and consumed, and the way communities shape and are shaped by games. Students will participate in discussion boards on D2L, and ultimately imagine a future for games in our society.

Required Texts

...will all be provided as PDF scans or available to read online.

Learning goals:

- Develop an appreciation for the diversity of play and games;
- Learn frameworks and vocabulary for critically analyzing and discussing games;
- Understand the larger cultural context within which a game exists;
- Develop a sense for the poetry and rhythm of games;

Assignments:

- **5 Individual assignments** (These were in Groups, but they are now Individual)
- **Microgames** - Each student will design and write a rhetorical microgame every week.
- **Final Manifesto** - Students write their personal manifesto for the future of game design

Notes on Assignments

All assignments will be submitted through D2L. If you think you will need extra time on an assignment, contact your professor to request an extension as soon as possible.

Assignment due dates: To Be Determined – The assignment PDFs will all have a date.

Letter grade equivalencies

- | | | | |
|------|--------|------|-------------|
| • A | 95-100 | • C | 73-76 |
| • A- | 91-94 | • C- | 69-72 |
| • B+ | 88-90 | • D+ | 65-68 |
| • B | 85-87 | • D | 61-64 |
| • B- | 81-84 | • F | 60 or below |
| • C+ | 77-80 | | |

Class schedule (This may be adjusted at any time for Remote work)

Mondays

Mar 31 What is a game?
Apr 7 Play communities
Apr 14 Radical formal games
Apr 21 Platform studies
Apr 28 Shareware and distribution
May 5 Interactive fiction
May 12 Sound play
May 19 TBD
May 26 Implicit and explicit politics
Jun 2 Intimacy in games

Wednesdays

Apr 2 Different lenses on play
Apr 9 Formal qualities of games
Apr 16 Tabletop, Role-playing, LARP
Apr 23 Microcomputers
Apr 30 Hacking and modding
May 7 Creative and expressive play
May 14 Architecture
May 21 The larger games community
May 28 Intimacy in games
Jun 4 Conclusions

FINAL (IF HELD)

Thursday – Jun 11 11:30am-1:45pm

This will likely be a submission only.

Disclaimer

This syllabus is subject to change at any time. Important changes will be announced on D2L, and/or via email. **Because of the presence of COVID-19 this may change assignments, due dates, readings and scheduled topics.**

Course Policies

- D2L: This class relies on D2L for submission of assignments and online discussion.
- Attendance: You are expected to watch all the lecture material online and read the readings
- Assignments: All assignments are due by the end of the day on the date given unless you have gotten an explicit extension, negotiated in advance either in person or via email. Don't email me about an extension the night before an assignment is due; Request your extension as early as possible.
- Office hours: Virtual - the best starting place is a phone call to (773) 443-7877

Academic Integrity

Please refer to the DePaul Student Handbook <http://academicintegrity.depaul.edu/> for information regarding academic integrity violations including policies on cheating and plagiarism. Violation of this policy can result in automatic failure of an assignment, course, or more. Sources should always be acknowledged and linked directly if possible – that includes code or assets used for multimedia or game-based work.

Civil Discourse

DePaul University is a community that thrives on open discourse that challenges students, both intellectual and personally, to be Socially Responsible Leaders. It is the expectation that all dialogue in this course is civil and respectful of the dignity of each student. Any instances of disrespect or hostility can jeopardize a student's ability to be successful in the course. The professor will partner with the Dean of Students Office to assist in managing such issues.

Online Course Evaluations

Evaluations are a way for students to provide valuable feedback regarding their instructor and course. Detailed feedback will enable the instructor to continuously tailor teaching methods and course content to meet the learning goals of the course and the academic needs of the students. They are a requirement of the course and are key to continue to provide you with the highest quality of teaching. The evaluations are anonymous; the instructor and administration do not track who entered what responses. A program is used to check if the student completed the evaluations, but the evaluation is completely separate from the student's identity. Since 100% participation is our goal, students are sent periodic reminders over three weeks. Students do not receive reminders once they complete the evaluation. Students complete the evaluation online in Campus Connect.

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. My email address is jhey@depaul.edu. 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.

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Phone number: (312)362-8002

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