

GAM 206: History of Games

Jonathan Gemmell

Description: From "The Royal Game of Ur" (2500+ BCE) to "World of Warcraft" (2004), 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. 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. **PREREQUISITE(S):** NONE.

Grading:	Posts: 4 x 2.5%	Presentation: 10%
	Quizzes: 4 x 7.5%	Paper: 10%
	Intro: 2.5%	Reviews: 2.5%
	Refs: 2.5%	Final: 30%
	Outline: 2.5%	

Schedule:

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	
1	16	17 Section 201 (210) Introductions Ancient Egypt Senet	18 Section 202 (211) Introductions Ancient Egypt Senet	19 Section 201 (210) Project Prep: Intro Game Play: Senet Workshop: Senet	20 Section 202 (211) Project Prep: Intro Game Play: Senet Workshop: Senet	21 Quiz 1	22	
2	23 Game Claim Project Intro Forum Posts 1 DL Alternative 1	24 Section 201 (210) Middle Ages Chess	25 Section 202 (211) Middle Ages Chess	26 Section 201 (210) Project Prep: Refs Game Play: Chess Workshop: Chess	27 Section 202 (211) Project Prep: Refs Game Play: Chess Workshop: Chess	28 Quiz 2	29	
3	30 Project References Forum Posts 2 DL Alternative 2	1 Section 201 (210) Antebellum America Gambling	2 Section 202 (211) Antebellum America Gambling	3 Section 201 (210) Project Prep: Outline Game Play: Poker Workshop: Gambling	4 Section 202 (211) Project Prep: Outline Game Play: Poker Workshop: Gambling	5 Quiz 3	6	
4	7 Project Outline Forum Posts 3 DL Alternative 3	8 Section 201 (210) Arcade Games Video Games	9 Section 202 (211) Arcade Games Video Games	10 Section 201 (210) Project Prep: Paper Project Prep: Present Game Videos Workshop: MMORPGs	11 Section 202 (211) Project Prep: Paper Project Prep: Present Game Videos Workshop: MMORPGs	12 Quiz 4	13	
5	14 Project Paper Forum Posts 4 DL Alternative 4	15 Section 201 (210) Presentations 210 DL students should post a voiced-over PowerPoint to the D2L before class.	16 Section 202 (211) Presentations	17 Section 201 (210) Final Exam	18 Section 202 (211) Final Exam	19 DL students should post reviews on presentations to the forums by midnight.	Posts: 4 x 2.5% Quizzes: 4 x 7.5% Intro: 2.5% Refs: 2.5% Outline: 2.5% Presentation: 10% Paper: 10% Reviews: 2.5% Final: 30%	
		DL students may take the final exam during this window. Register via the D2L. Or you may take the exam in-class with the rest of the students.						

Online Teaching Evaluation: Evaluations are a way for students to provide valuable feedback regarding their instructor and the 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 CampusConnect.

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 CampusConnect is correct.

Academic Integrity Policy: This course will be subject to the academic integrity policy passed by faculty. More information can be found at <http://academicintegrity.depaul.edu/>

Plagiarism: The university and school policy on plagiarism can be summarized as follows: Students in this course 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 any 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 College of Computing and Digital Media. Any consequences resulting from a poor grade for the course will not be considered as valid reasons for such a request.

Resources for 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:

Student Center, LPC, Suite #370

Phone number: (773)325.1677

Fax: (773)325.3720

TTY: (773)325.7296