

Syllabus Art/CS 108

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Blog software wordpress.com or medium.com, in order to post your blog publicly, you will need an account. You may use other software, but the requirement is that all of your posts are public, that you can link directly to each post, and that previous posts are easily findable from an existing post.

jackbox.tv – online game play, if you want to host games, you will need to have purchased the game.

Various online game sites, likely flash too (this is the last semester for this). You are always encouraged to question the security of your data and be conservative in creating accounts, but we shall be doing this several times during the semester.

Also, all students will be required to get a standard deck of playing cards. (4 suits, 52 cards total but may have 2 jokers.) <https://www.amazon.com/Bicycle-Standard-Playing-Cards-Colors/dp/B000050GET/>

Library Liaison

Department Advising

For information about majors and minors in Art & Art History, for a change of major/minor forms and a list of advisors <https://www.sjsu.edu/art/resources/advising.php> or the Art & Art History department office in ART 116, 408-924-4320, art@sjsu.edu

“All students have the right, within a reasonable time, to know their academic scores, to review their grade-dependent work, and to be provided with explanations for the determination of their course grades.” See University Policy F13-1 at <http://www.sjsu.edu/senate/docs/F13-1.pdf> for more details.

Additional Note:

This syllabus is subject to change, in the event of unforeseen circumstances, or in the case that changes will significantly enhance the quality of the course. Students will collectively have the opportunity to shape the ways in which the course unfolds.

Assignments and Grading Policy

Game labs- 20%

Game labs are structured play or design sessions often followed by brief reflective writing, and in-class discussion. These sessions are done as a group and are very difficult to make up. LO2, LO3.

Blog - 20%

Students will be asked to maintain a weblog to publicly post writings and responses to readings. Students will write no less than 200 words (approximately one ‘typed’ page and include images). Points will be given for both postings and peer review. LO1, LO4, LO5.

Participation - 10%

Active participation within groups and in discussion is expected. Performance can be tracked in CANVAS beginning the second week of class. LO4

Game 1: paper prototype – 10%

Design, play test and turn in a paper-based game using the readings and your group as a development guide. Games will be evaluated according to the game rubric. LO1, LO2, LO3, LO4, LO5, LO6, LO7.

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Final - Paper, Presentation, or Game– 20%

The final project of this course will be negotiated between the individual and the instructor. It may be a formal paper, presentation (video or in person), or third game. This form will be determined by the midterm. LO7.

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77% - 73%	C
72% - 70%	C minus
69% - 68%	D plus
67% - 63%	D
62% - 60%	D minus
below 60%	F

Classroom Protocol

Course Schedule

Art/CS 108 Introduction to Game Studies, Fall 2022

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 □ a a .A a b b a a a □ a CANVAS.

Week	Date	Topics, Readings, Assignments, Deadlines
1	Aug 22	Adopt a classic arcade game: https://archive.org/details/internetarcade
1	Aug 24	

