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San José State University
Department of Art & Art History,
Department of Computer Science
Art/CS 108, Introduction to Game Studies, Section 2,
Fall 2022

Course and Contact Information

Instructor:	**James Morgan**
Office Location:	Art 325
Email:	james.morgan@sjsu.edu
Office Hours:	M 1230 - 1430
Class Days/Time:	Friday 1230-315
Classroom:	Online, Zoom
Prerequisites:	Instructor Permission

Units: 3

Course Format Course Format

This course will be entirely online and students are expe83 -9s -1 (2)]TJ ET Q0.2 (s) .2 0.5583 -961t3 0.

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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

Kate Steffens, MLIS – (she/her/hers)

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Department Advising

For information about majors and minors in Art & Art History, for a change of major/minor forms and a

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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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Grading Policy

Projects

Each project will be evaluated per the following formula:
Technical Skill (33%) + Aesthetics (33%) + Conceptual Depth (33) = 100% (multiply by points for project)

	2	1	0
technical	Project exhibits considerable skill, innovation or extraordinary improvement in skill level and handling of the techniques compared to drafts and previous projects.	Project exhibits some skill or moderate improvement in skill level and handling of the techniques as measured from the drafts and previous projects.	

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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

Student Responsibilities

Students are responsible for all information presented in lectures and demonstrations, and through assigned readings and web related research.

Students will present and critique their projects, drafts and proposals in class and on-line.

Students are responsible for actively engaging in the course material by completing all course assignments and readings.

In the course of the semester we will undoubtedly talk about things, which are not in the mainstream and may be controversial. If at any time you find the subject or content of this course objectionable you are encouraged bring that into the discussion. If however you find a presentation offensive you are permitted to quietly, without disrupting the class, excuse yourself. It is then your responsibility to contact the instructor for make-up work.

Additionally students are responsible for their own well-being. If you need help, it is your responsibility to ask for it.

Week	Date	Topics, Readings, Assignments, Deadlines
8		Video Game Design Document **(IGDPD) CH 14** agile & **(IGDPD) CH 15** industry
8	Oct 7	virtual worlds / MMORPG History of Video Games
9		**(IGDPD) CH 13** puzzle design
9	Oct 14	(**IGDPD) CH 3** the layered tetrad ludology vs. narratology **Jenkins: games as narrative architecture**
10		**Videogame First Playable** Blog 5 (first playable)
10	Oct 21	casual games / everybody games Super Serious Games / Ineffable

11

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Final	Dec 2 (1330 online)	Final Presentations (Presentations & Papers)
Final	Dec 5 (Art 135)	Final Presentations (Presentations & Papers)
Finals	Friday, Dec 9, 12:15 - 2:30 PM (Online) Mon, Dec 12, 5:15-7:30 PM (Art 135)	(Final Presentations / Final Play) Blog 9 (course reflection) Presentations take place the Dec 2 (online), 5 (in person), 9 (online) & 12 (in person). Students will be asked to attend two of the four sessions and to present their final for one and provide peer review on both days to satisfy the final requirement. ! !