San José State University
Department of Art & Art History,
Department of Computer Science
Art/CS 108, Introduction to Game Studies, Section 1, 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:	M/W 6:00 pm- 7:15 pm
Classroom:	Art 135
Prerequisites:	Instructor Permission

Units: 3

Course Format Course Format

This course will be entirely in person and students are expected to be able to attend campus regularly and to access online materials in the Canvas Learning Management System (Canvas or LMS), Zoom, Discord and to access other online resources.

Course Description

Introduction to the systems, design, history, and cultural analysis of games with emphasis on development, technological literacy, markets and impact on society.

In this course we shall read about, write about, play and design traditional paper based and video games.

Course Goals and Student Learning Objectives

Upon successful completion of this course, students will be able to:
LO1 Demonstrate an appreciation for the cultural value of the technologies and strategies used in games through writing and projects;
LO2 Investigate and research user experiences of their own games and those of others;
LO3 Apply researched information to improve player experience;
LO4 Speak and write clearly about their own and others' work;
LO5 Demonstrate and apply technological and information literacy;
LO6 Translate different kinds of subject matter into gaming environments;

LO7 Create original and creative content through the medium of games.

Required Texts/Readings

Textbook

Introduction to Game Design, Prototyping, and Development: From Concept to Playable Game with Unity and C#, 2nd Edition, Jeremy Gibson Bond, eText ISBN 9780134659886, print text ISBN 9780134659862

This book is available to you for free through Safari Online books, you need to sign in with your sjsu email and then duo: https://learning.oreilly.com/library/view/introduction-to-game/9780134659909/ I do not have control over this and there is a small possibility that access may be cut off during the semester.

Please also be aware that the library has tremendous resources relating to games and game studies. We have a lib guide at http://libguides.sjsu.edu/GameStudies

Other technology requirements
Major software products are listed here so that you may make the decision now whether you are willing to sign up for these accounts. Generally, these software packages have been vetted and are considered safe, however many of them involve online connections and content that is not controlled by the faculty member or school. This is considered fair notice, before the drop date and that there is no penalty for withdrawing from the course at this point.

ADOBE CC - this is provided free to students; you must sign up for an adobe account using your sjsu email and log in via the enterprise option. You can then download the Adobe Cloud Manager and continue to download any of the suite of programs. https://www.sjsu.edu/ecampus/teaching-tools/adobe/students/index.html

Discord - this communication tool requires you to create an account. You can then join our semi-private server. You will have control over what handle we see and will be able to easily communicate with your group and the class.

Github - you will need to create an account but are then able to host projects and collaborate with others as well as host public web pages. This is where our portfolios will live.

Trello – you will need to make an account to be able to share project management with your team.

Unity – you will need to make an account to be able to download and run Unity. This is required for the digital prototype in Unity.

Piskelapp.com - you may need to make an account or download this 2D art tool. This tool makes animations MUCH easier.

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)

Email: kate.steffens@sjsu.edu

Course Requirements and Assignments

"Success in this course is based on the expectation that students will spend, for each unit of credit, a minimum of 45 hours over the length of the course (normally three hours per unit per week) for instruction, preparation/studying, or course related activities, including but not limited to internships, labs, and clinical practica. Other course structures will have equivalent workload expectations as described in the syllabus."

General Advice –

Fail early and fail often. If you take chances in your proposal and draft there is room to fix it in your final. A mediocre idea that is work-shopped through your peers, on time, creates a better project then an amazing idea that is attempted the night before.

College of Science in Person –

Students registered for a College of Science (CoS) class with an in-person component should view the CoS COVID-19 and Monkeypox Training (https://drive.google.com/drive/folders/1Vmp39U9-CNpbwRobtZsGIZPTgRwV_Nh6) slides for updated CoS, SJSU, county, state and federal information and guidelines, and more information can be found on the SJSU Health Advisories (https://www.sjsu.edu/healthadvisories/) website. By working together to follow these safety practices, we can keep our college safer. Failure to follow safety practice(s) outlined in the training, the SJSU Health Advisories website, or instructions from instructors, TAs or CoS Safety Staff may result in dismissal from CoS buildings, facilities or field sites. Updates will be implemented as changes occur (and posted to the same links).

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.

Game 2: videogame prototype - 10%
Design, play test and turn in a digital game using the readings and your group as a development guide. We shall use Unity for this prototype so that we can see the advantages of a toolkit. Games will be evaluated according to the game rubric. LO1, LO2, LO3, LO4, LO5, LO6, LO7.

Exam -10%
The Exam will cover essential vocabulary and concepts. The class will work on a study guide throughout the semester. LO1.

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.

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.	Project is sloppy, rushed or doesn't use techniques learned in class.
aesthetic	Project exhibits considerable or extraordinary understanding of color, format, visual quality, composition and other elements appropriate for project. Formal elements support conceptual theme of project.	Project exhibits a working understanding of color, format, print quality, composition and other formal elements appropriate for project. Formal elements partially supports conceptual theme of project.	Little or no consideration for the visual qualities of the work.
conceptual	Project exhibits a depth of knowledge and theme. Extraordinary relevancy and knowledge of subject. Visual elements support an idea.	Ideas represented in project are not clear or not realized.	Project is shallow and shows no consideration for a central idea.

Determination of Grades

- Grades will be determined based on the sum of the areas listed above according to the chart below.
- Extra credit options may be offered or requested.
- Late work may be graded down if submitted within a reasonable time, or not accepted if submitted too late.

Late assignments will only be accepted under unusual, extenuating, or emergency circumstances.

Numeric grade equivalents:

93% and above	A
92% - 90%	A minus
89% - 88%	B plus
87% - 83%	B
82% - 80%	B minus
79% - 78%	C plus

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.

Late Assignments

Assignments are to be turned in on time and complete. An assignment will not be considered complete until all elements are uploaded and fully working. Assignments that are turned in on time may be redone for full credit until the last week of class. It is most important to present your work publicly. Note that project presentation days are mandatory, if a project is not presented on a critique day it may be considered late. Late assignments may receive a one time 10% penalty.

University Policies

Per University Policy S16-9, university-wide policy information relevant to all courses, such as academic integrity, accommodations, etc. will be available on Office of Graduate and Undergraduate Programs' Syllabus Information web page at http://www.sjsu.edu/gup/syllabusinfo/."

Course Schedule

Art/CS 108 Introduction to Game Studies, Fall 2022

This schedule is subject to change with fair notice. All due dates are approximate, check CANVAS to for exact dates. All changes will be publicly announced in the class forum and noted in CANVAS.

Week	Date	Topics, Readings, Assignments, Deadlines
1	Aug 22	Adopt a classic arcade game: https://archive.org/details/internetarcade
1	Aug 24	DUE: Blogpost 1: Description of Play: Arcade Game Due **(IGDPD) CH 1:** Thinking like a designer. Game Lab 0: Race to the Finish
2	Aug 29	ludology (what is a game, what is play, how is it related to culture?) playing games, writing that is useful to designers – (Session Reports) Due: **(IGDPD) CH** 7: Acting like a designer
2	Aug 31	EXERCISE: game lab 1 (card game/board game/ physical game) Due **(IGDPD) CH 8** design goals
3	Sep 5	Labor Day
3	Sep 7	Blogpost 2 Due: Boardgame/Cardgame Lab **(IGDPD) CH 9** paper prototyping
4	Sep 12	Board Games / Card Games game design 1
4	Sep 14	**(IGDPD) CH 10** game testing Rules writing workshop (paper prototype)
5	Sep 19	Game Analysis: MDA; DUE: Reading: MDA Framework: http://www.zubek.net/robert//publications/MDA.pdf **(IGDPD) CH 2**
5	Sep 21	Paper prototype playtest Blog 3 (Paper Prototype)
6	Sep 26	video game engines/ toolkits **(IGDPD) CH 11** math and balance & **(IGDPD) CH 12** guiding the player
6	Sep 28	EXERCISE: game lab 2 – video game play Blog 4 (Video Games Played)
7	Oct 3	Unity Platformer Demo
7	Oct 5	game design 2 Level Design

Week	Date	Topics, Readings, Assignments, Deadlines
8	Oct 10	Video Game Design Document **(IGDPD) CH 14** agile & **(IGDPD) CH 15** industry
8	Oct 12	virtual worlds / MMORPG History of Video Games
9	Oct 17	**(IGDPD) CH 13** puzzle design
9	Oct 19	(**IGDPD) CH 3** the layered tetrad ludology vs. narratology **Jenkins: games as narrative architecture**
10	Oct 24	**Videogame First Playable** Blog 5 (first playable)
10	Oct 26	casual games / everybody games Super Serious Games / Ineffable
11	Oct 31	DUE: Video Game Prototype Blog 6 (video game prototype)
11	Nov 2	rpg / larp **(IGDPD) CH** 4 the inscribed layer
12	Nov 7	Proposal for Final Project Due
12	Nov 9	**(IGDPD) CH 5** the dynamic layer ARG / Transmedia Storytelling Players types
	Nov 11	Veterans day (no class Friday)
13	Nov 14	**(IGDPD) CH 6** the cultural layer Modded Gameplay / game mods
13	Nov 16	game lab 3 – Jackbox Games blog 7 (technology based non-video games) **exam Week**
14	Nov 21	Draft of Final Blog 8 (final project) games as art/ art as games / game art
14	Nov 23-25	Thanksgiving
15	Nov 28	Game Criticism and popular media
15	Nov 30	Participation Day

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.