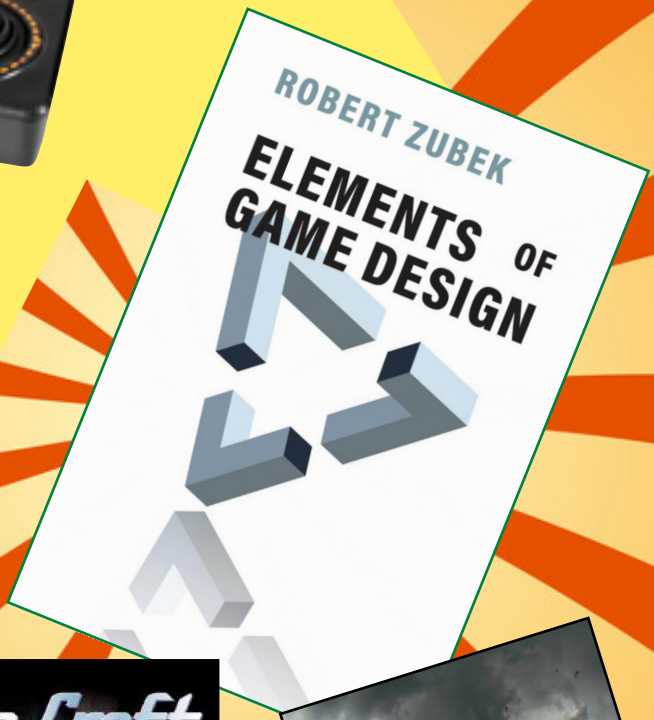
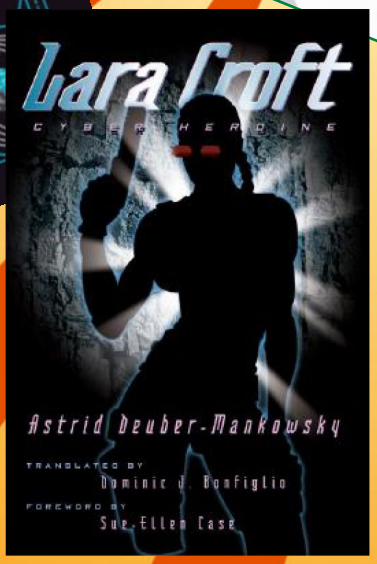
VIDEO GAMES THEORIES & HISTORY

Fall 2020 taught in cyberspace via Zoom, Slack, Basecamp & Steam by Dene Grigar





A Creative Media & Digital Culture Production ©2020

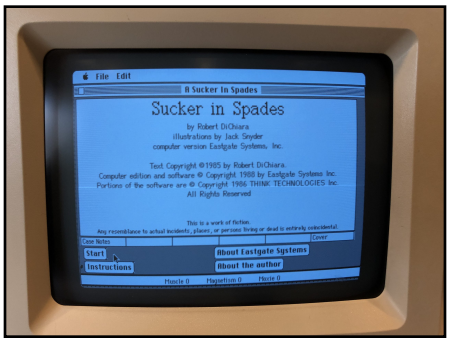
VIDEO GAMES THEORIES & HISTORY

Course Schedule

August 28: Intro to course, workshop in Slack, Basecamp, Zoom, OBS, Twine; inventory students' game access; introduce Project 1

September 4: Arcade Games
Chapter 1 of Elements of Game Design, "Elements"
Pages vi-25, 35-38, 131-133, 235-237, 259-261, 285-287 of Game On!

Pong (1972)
Space Invaders (1978)
Pac-Man (1980)
Donkey Kong (1981)



September 11: Desktop Gaming
Special event: A live play-through of Robert DiChiara's A Sucker in Spades (1988) on a Macintosh Classic via YouTube

September 18: Interactive Fiction
Chapter 2 of Elements of Game Design, "Player Experience"
Pages 27-33 of Game On!

Zork (1980)
Ad Verbum (2000)
Galatea (2000)

September 25: The Rise (and Fall) of the Console
Chapter 3 of Elements of Game Design, "Mechanics"
Pages 39-63, 87-92, 152-155, 204-205 of Game On!

Super Mario Bros. (1985)
The Legend of Zelda (1986)
Sonic the Hedgehog (1991)
E.T. (1982)

VIDEO GAMES THEORIES & HISTORY

October 2: Narrative Games

Chapter 4 of Elements of Game Design, “Systems”
Pages 119-123, 253-259, 298-305, 327-335 of Game On!
Essay for Project 1 is Due at the beginning of class. Make sure you upload it to the Project 1 folder in Basecamp by 11:10 a.m. today

Myst (1996)
Portal (2007)
Uncharted 2 (2009)
The Walking Dead (2011)
Life Is Strange (2015)

October 9: Guest Speaker, Erik Loyer of Opertoon

Pages 315-317 of Game On!
Watch Erik Loyer’s interview about “the art in video games”: https://youtu.be/cApshBRTjcw.
Read about Strange Rain at Loyer’s project site: http://opertoon.com/2010/11/strange-rain-for-ipad-iphone-ipod-touch/

October 16: Competitive Games

Chapter 5 of Elements of Game Design, “Gameplay”
Pages 93-109, 307-314 of Game On!

Street Fighter II (1991)
Mortal Kombat (1992)
League of Legends (2009)

October 23: FPS Games: Guest Speaker Ben Cammarano, Wizards of the Coast

Chapter 6 of Elements of Game Design, “Macrostructure”
Pages 125-130, 167-176, 207-217, 229-234 of Game On!

Doom (1993)
Half-Life (1998)
Grand Theft Auto (2001)
Halo 2 (2004)

VIDEO GAMES THEORIES & HISTORY

October 30: Role Playing Games, MMOs, and World Building Games

Chapter 7 of Elements of Game Design, "Prototyping and Playtesting"
Pages 157-165, 197-203, 219-227, 289-297 of Game On!

- Final Fantasy (1997)
- The Sims (2000)
- World of Warcraft (2004)
- Minecraft (2009)

November 6: Hand-Held and Mobile Gaming

Pages 77-85, 189-195, 271-284 of Game On!

- Tetris (1989)
- Pokémon (1999)
- Farmville (2009)
- Angry Birds (2009)

November 13: Physical and RFID Games

Pages 179-187, 239-243, 319-325 of Game On!

- DDR (1999)
- Guitar Hero (2005)
- Skylander (2011)

November 20: Sports & Racing Games

Chapter 4 of Elements of Game Design, "Systems"
Pages 67-75, 111-117, 147-151, 245-251 of Game On!
Essay for Project 2 is Due at the beginning of class. Make sure you upload it to the Project 2 folder in Basecamp by 11:10 a.m. today

- John Madden Football (1988)
- Super Mario Kart (1992)
- Gran Turismo (1997)
- WII Sport (2006)

November 27: Holiday

December 4: Tomb Raider 1996
Lara Croft: Cyber Heroine
Pages 135-146 of Game On!

Tomb Raider (1996)

December 11: Work on Project 3 during class

December 19: Present Project 3
Essay and presentation for Project 3 is Due at the beginning of class. Make sure you upload it to the Project 3 folder in Basecamp by 11:10 a.m. today