September 4: Arcade Games

Pong (1972)—Jazz Jackson & game mechanics

Space Invaders (1978) Andrew Thompson & gameplay

Pac-Man (1980) Bayleigh & player experience

Donkey Kong (1981) Keegan & user-centered design

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

Zork (1980): Ruth & The Koster Model

Ad Verbum (2000) In-class play & The Bartle Model

Galatea (2000) In-class play & Questions to Guide Experience Design

September 25: The Rise (and Fall) of the Console

Super Mario Bros. (1985) Joseph Schacher & Composition of Mechanics

The Legend of Zelda (1986): Matthew Francisco & State Spaces

Sonic the Hedgehog (1991) Betsy & implicitly defined mechanics

E.T. (1982) Greg Philbrook will join us

October 2: Narrative Games

Myst (1996): Julie & control mechanics

Portal (2007): Brandon & direct/indirect progression

Uncharted 2 (2009) Dave & design heuristics

The Walking Dead (2011) Elyse & resource management mechanics

Life Is Strange (2015) Sierra & uncertainty mechanics

October 9: Guest Speaker, Erik Loyer of Opertoon

Chapter 1 of Loyer’s Upgrade Soul

October 16: Competitive Games

Street Fighter II (1991)

Mortal Kombat (1992)

League of Legends (2009)

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

Doom (1993)

Half-Life (1998)

Grand Theft Auto (2001)

Halo 2 (2004)

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

Final Fantasy (1997)

The Sims (2000)

World of Warcraft (2004)

Minecraft (2009)

November 6: Hand-Held and Mobile Gaming

Tetris (1989)

Pokémon (1999)

Farmville (2009)

Angry Birds (2009)

November 13: Physical and RFID Games

DDR (1999)

Guitar Hero (2005)

Skylander (2011)

November 20: Sports & Racing Games

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

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Tomb Raider (1996)

December 11: This is day set aside by the university for finals. We will instead use it for presentations.