# ICONS IN DIGITAL GAMES COLLOQUIUM

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| COURSE NUMBER: DIG4932 | **Office location/Hours:** *TBA* |
| SEMESTER/YEAR: SPRING 17' | **Course Website:** LSS.AT.UFL.EDU |
| **Instructor:** KYLE BOHUNICKY <br> **Digital Artist:** AARON KARLSON | **Contact email:** *KYLE@DIGITALWORLDS.EDU* |
| Credit Hours: 1 | Class location and meeting time(s): NRG 0120, 4:04 – 4:55 |

**COURSE DESCRIPTION:** Icons in Digital Games Colloquium is a seminar class in which students will explore some of the central icons of digital gaming aesthetics. Discussions will cover a wide variety of elements that go into the making of an iconic game including visual, procedural, narrative, spatial, and ludic components. Students will also explore some of the key designers in the field to better understand how factors including culture, labor, and industry tie into game design.

**PREREQUISITE KNOWLEDGE AND SKILLS:** Students must be officially accepted in BA in DAS program or obtain written consent of Instructor.

**PURPOSE OF COURSE:** The purpose of this course is to help familiarize students with the techniques and history of game design to better prepare them for the field. This course will develop both analytic and creative skills.

**COURSE GOALS AND/OR OBJECTIVES:** By the end of this course, students will be able to:
1. Discuss the history of design related to iconic and influential digital games
2. Understand why certain games and designers are important to the field
3. Learn techniques for building games

**COURSE COMMUNICATIONS:** *Students can communicate directly with the instructor regarding the course material. Students are also encouraged to use e-mail. E-mails must demonstrate a formal tone and style and, unless absolutely urgent, will be responded to M-F from 9 AM to 5 PM.*

## COURSE SCHEDULE:

| Week | Topic | Assignments |
|---|---|---|
| 1 (Jan 5th) | Course Introduction | |
| 2 (Jan 12th) | What is a "canon" and why does it matter for games? | Read: Read: Jose Zagal "Why a Canon for Game Studies Education is Wrong" |

| | | (PDF on Canvas) Quiz 1 |
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| 3 (Jan 19st) | Text Adventure: The Roots of Modern Video Games<br>Student Presenters TBD: | Play: Colossal Cave Adventure (link on Canvas)<br>Read: Montfort Chapters 1 and 3 (PDF on Canvas)<br>Quiz 2 |
| 4 (Jan 26th) | Another Castle?: The Legacy of Shigeru Miyamoto<br>Student Presenters TBD: | Play: *Super Mario Bros.*, *Legend of Zelda* (access online)<br>Read: DeWinter Chapters 1 and 2 (PDF on Canvas)<br>Quiz 3 |
| 5 (Feb 2nd) | Design Day with Mr. Karlson | TBA |
| 6 (Feb 9th) | Hurt Me Plenty: *Doom* and the Birth of FPS<br>Student Presenters TBD: | Play: *Ultimate Doom* (link on Canvas)<br>Read: Pinchbeck Chapters 1,2, 4, 5, 7, 11, 15<br>Quiz 4 |
| 7 (Feb 16th) | Design Day with Mr. Karlson | TBA |
| 8 (Feb 23rd) | Red Page, Blue Page: Mood and Atmosphere in *Myst*<br>Student Presenters TBD: | Play *Myst* (available online)<br>Read: Wolf "Myst" (PDF on Canvas)<br>Quiz 5 |
| 9 (Mar 2nd) | Design Day with Mr. Karlson | TBA |
| 10 (Mar 16th) | Night Elf Mohawk: Narrative Identity in *World of Warcraft*<br>Student Presenters TBD: | Play: *World of Warcraft*<br>Read: Chapter from *A World of Warcraft Reader*<br>Quiz 6 |
| 11 (Mar 23rd) | Design Day with Mr. Karlson | TBA |
| 12 (Mar 30th) | Glorious Trainwrecks: Indie games<br>Student Presenters TBD: | Play: *Dys-4-ia* (on Canvas)<br>Browse: Glorious Trainwrecks |

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| | | Read: Anthropy Chapters 1 and 2 (PDF on Canvas) Quiz 7 |
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| 13 (April 6th) | EXPLORER.GMK: Digging deep into the indie dev life Student Presenters TBD: | Play: *Spelunky HD* Read: Yu *Spelunky* Chapter 1 (PDF on Canvas) |
| 14 (April 13th) | Game Over: Designing Failure in Video Games Student Presenters TBD: | Read: *The Art of Failure* Chapters 1, 2, and 5 (PDF on Canvas) Quiz 8 |

## REQUIRED TEXTBOOKS AND SOFTWARE

All texts will be available as PDFs on the course Canvas page

## RECOMMENDED MATERIALS

➢ Steam (steam.com)

## COURSE FEES:

Material and supply fees are assessed for certain courses to offset the cost of materials or supply items consumed in the course of instruction. A list of approved courses and fees is published in the Schedule of Courses each semester (UF-3.0374 Regulations of the University of Florida).

Material and supply and equipment use fee information is available from the academic departments or from the schedule of courses (Florida Statutes 1009.24). The course fee for this class is $8.00.

## EVALUATION OF GRADES

Icons_in_Digital_Games_Colloquium_V2_KB_ Spring_2017

| Assignment | Total Points | Percentage of Grade |
|---|---|---|
| **Presentations (10 min)** | 500 | 50% |
| **Participation** – Students are expected to actively participate in class discussions, both in class as well as in class online forum after each class meeting. **Note: Students working or talking during class will be given a 0 for the day.** | 200 | 20% |
| **Quizzes** | 300 | 30% |

GRADING SCALE:

| Letter Grade | % Equivalency | GPA Equivalency |
|---|---|---|
| A | 94 – 100% | 4.0 |
| A- | 90 – 93% | 3.67 |
| B+ | 87 – 89% | 3.33 |
| B | 84 – 86% | 3.00 |
| B- | 80 – 83% | 2.67 |
| C+ | 77 – 79% | 2.33 |
| C | 74 – 76% | 2.00 |
| C- | 70 – 73% | 1.67 |
| D+ | 67 – 69% | 1.33 |
| D | 64 – 66% | 1.00 |
| D- | 60 – 63% | .67 |
| E, I, NG, S-U, WF | | 0.00 |

More information on grades and grading policies is here:
https://catalog.ufl.edu/ugrad/current/regulations/info/grades.aspx

COURSE POLICIES:

**PARTICIPATION/ATTENDANCE POLICY:**
We value **participation** more than mere **attendance**. Each instructor is responsible for communicating the specific details of what percentage of your grade (if any) will be assigned to participation, and how will class participation be measured and graded.

Real Time [RT] interaction with your peers and the Instructor will empower you to greater achievement. Residential On-Line students should attend class sessions in RT or your participation points may suffer.

DIG 4841C – Undergraduate Research Forum

In our course, attendance for On-Campus and RT On-Line students is mandatory. Students are allowed **one unexcused absence**. If you miss more than **one class** during the semester, each additional absence will lower your overall grade by 100 points. If you miss more than **two classes**, you will fail the course. Exempt from this policy are only those absences involving university-sponsored events, such as athletics and band, and religious holidays, family emergencies, and health issues for which **you must provide appropriate documentation in advance of the absence**.

Additionally, tardiness will not be tolerated. If you are tardy for two class periods, you will receive an unexcused absence.

YOT On-Line students will be expected to stay in sync with the rest of the class, and to achieve their participation portion by contributing to the course discussion page by responding to the topics discussed in class for that day.

**MAKE-UP POLICY**
Assignments are due on the date listed on the syllabus. Late work will only be accepted for UF approved reasons appropriate documentation.

Requirements for class attendance and make-up exams, assignments, and other work in this course are consistent with university policies that can be found at:
https://catalog.ufl.edu/ugrad/current/regulations/info/attendance.aspx

**COURSE TECHNOLOGY:** *The students will be required to have access to, and use a personal computer with the access to the Internet.*

## UF POLICIES:

**ACADEMIC INTEGRITY:**
As a student at the University of Florida, you have committed yourself to uphold the Honor Code, which includes the following pledge: "*We, the members of the University of Florida community, pledge to hold ourselves and our peers to the highest standards of honesty and integrity.* "You are expected to exhibit behavior consistent with this commitment to the UF academic community, and on all work submitted for credit at the University of Florida, the following pledge is either required or implied: *"On my honor, I have neither given nor received unauthorized aid in doing this assignment*." It is assumed that you will complete all work independently in each course unless the instructor provides explicit permission for you to collaborate on course tasks (e.g. assignments, papers, quizzes, exams). Furthermore, as part of your obligation to uphold the Honor Code, you should report any condition that facilitates academic misconduct to appropriate personnel. It is your individual responsibility to know and comply with all

university policies and procedures regarding academic integrity and the Student Honor Code.  Violations of the Honor Code at the University of Florida will not be tolerated.  Violations will be reported to the Dean of Students Office for consideration of disciplinary action.  For more information regarding the Student Honor Code, please see: http://www.dso.ufl.edu/SCCR/honorcodes/honorcode.php

**PLAGIARISM:**
Plagiarism is a violation of the UF honor code. A student shall not represent as the student's own work all or any portion of the work of another. Plagiarism includes but is not limited to:

"1. Quoting oral or written materials including but not limited to those found on the internet, whether published or unpublished, without proper attribution.

2. Submitting a document or assignment which in whole or in part is identical or substantially identical to a document or assignment not authored by the student."

Students shall not use unauthorized materials or resources in an academic activity. Unauthorized materials or resources includes any paper or project authored by the student (or another student) "and presented by the student for the satisfaction of any academic requirement if the student previously submitted substantially the same paper or project to satisfy an academic requirement and did not receive express authorization to resubmit the paper or project."

**LATE WORK:**
All work must be submitted on the date it is due unless a University-approved excuse is provided.

**CLASS DEMEANOR:**
Students are expected to arrive to class on time and behave in a manner that is respectful to the instructor and to fellow students. Please avoid the use of cell phones and restrict eating to outside of the classroom. Opinions held by other students should be respected in discussion, and conversations that do not contribute to the discussion should be held at minimum, if at all.

**UNIVERSITY POLICY ON ACCOMMODATING STUDENTS WITH DISABILITIES:**
Students with disabilities requesting accommodations should first register with the Disability Resource Center (352-392-8565, www.dso.ufl.edu/drc/) by providing appropriate documentation. Once registered, students will receive an accommodation letter which must be presented to the instructor when requesting accommodation. Students with disabilities should follow this procedure as early as possible in the semester.

**UNIVERSITY POLICY ON ACADEMIC MISCONDUCT:**
Academic honesty and integrity are fundamental values of the University community. Students should be sure that they understand the UF Student Honor Code at http://www.dso.ufl.edu/students.php.

**NETIQUETTE: COMMUNICATION COURTESY:**
All members of the class are expected to follow rules of common courtesy in all email messages, threaded discussions and chats, more information can be found at: http://teach.ufl.edu/docs/NetiquetteGuideforOnlineCourses.pdf

**ONLINE COURSE EVALUATIONS:**
Students are expected to provide feedback on the quality of instruction in this course by completing online evaluations at https://evaluations.ufl.edu. Evaluations are typically open during the last two or three weeks of the semester, but students will be given specific times when they are open. Summary results of these assessments are available to students at https://evaluations.ufl.edu/results/.

## GETTING HELP

For issues with technical difficulties for E-learning in Canvas, please contact the UF Help Desk at:
- Learning-support@ufl.edu
- (352) 392-HELP - select option 2
- https://lss.at.ufl.edu/help.shtml

Any requests for make-ups due to technical issues MUST be accompanied by the ticket number received from LSS when the problem was reported to them. The ticket number will document the time and date of the problem. You MUST e-mail your instructor within 24 hours of the technical difficulty if you wish to request a make-up.
Other resources are available at http://www.distance.ufl.edu/getting-help for:
- Counseling and Wellness resources
- Disability resources
- Resources for handling student concerns and complaints
- Library Help Desk support

Disclaimer: This syllabus represents the instructor's current plans and objectives. As we go through the semester, those plans may change to enhance the class learning opportunity. Such chances, communicated clearly, are not unusual and should be expected.