

ICONS IN DIGITAL GAMES COLLOQUIUM

COURSE NUMBER: DIG4932	INSTRUCTOR: PROFESSOR KYLE BOHUNICKY
SEMESTER/YEAR: SPRING 2018	OFFICE LOCATION/HOURS:
CREDIT HOURS: 1.0	CONTACT EMAIL: KYLE@DIGITALWORLDS.UFL.EDU
CLASS LOCATION: NRG 0120	CONTACT PHONE: (352) 294-2000
CLASS MEETING TIME(S): T 1:55 PM – 2:45 PM	COURSE WEBSITE: ufl.instructure.com/courses/347792
SECTIONS: 0668, 1E50, 2C74	

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

- BA in Digital Arts and Sciences major

PURPOSE OF COURSE

The purpose of this course is to help familiarize students with research techniques by exploring various contemporary game studies. Through these investigations, students will learn how to develop their own interdisciplinary digital research project.

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 SCHEDULE:

This schedule is only a guide and is subject to change. Unless otherwise indicated, assignments and readings are due the day they are listed on the syllabus, not the following day.

Date	Class Discussion
Jan 9 th	Topic Syllabus and Assignments Review
Jan 16 th	Topic What is “Game Studies?”

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	<p>Assignment Mayra Chapter 1</p>
<p>Jan 23rd</p>	<p>Topic Roll for Initiative: Dungeons and Dragons</p> <p>Assignment Peterson Chapter 2</p>
<p>Jan 30th</p>	<p>Topic Roll for Initiative: Dungeons and Dragons</p> <p>Assignment Peterson Chapter 3.2 Play D&D in class</p>
<p>Feb 6th</p>	<p>Topic Insert Quarter: Arcade Games</p> <p>Assignment Mayra Chapter 4 Play <i>Space Invaders</i> Group 1 Presentation</p>
<p>Feb 13th</p>	<p>Topic Xyzy: Text Adventures</p> <p>Assignment Salter Chapter 2 Play <i>Colossal Cave Adventure</i> Group 2 Presentation</p>
<p>Feb 20th</p>	<p>Topic Another Castle?: The Legend of Shigeru Miyamoto</p> <p>Assignment DeWinter Chapters 1 and 2 Play <i>Super Mario Bros.</i> or <i>The Legend of Zelda</i> Group 3 Presentation</p>
<p>Feb 27th</p>	<p>Topic SPECIAL TOPIC: Ecco the Dolphin</p> <p>Assignment</p>

	Play <i>Ecco the Dolphin</i>
Mar 6th	Spring break – No class
Mar 13th	<p>Topic Hurt Me Plenty: <i>Doom</i> and the Birth of FPS</p> <p>Assignment Pinchbeck Chapters 1, 2, 4, 5, 7, 11, 15 Play <i>Ultimate Doom</i> Group 4 Presentation</p>
Mar 20th	<p>Topic Red Page, Blue Page: Mood and Atmosphere in <i>Myst</i></p> <p>Assignment Read Wolf “Myst” Play <i>Myst</i> Group 5 Presentation</p>
Mar 27th	<p>Topic The King of All Cosmos: Objects in <i>Katamari Damacy</i></p> <p>Assignment Read Hall “Katamari Damacy” Play <i>Katamari Damacy</i> Group 6 Presentation</p>
April 3rd	<p>Topic Night Elf Mohawk: Narrative Identity in <i>World of Warcraft</i></p> <p>Assignment Read Lisi “World of Warcraft”</p>
April 10th	<p>Topic Shadow of Giants: Emotion and Environmental Narration in <i>Shadow of the Colossus</i></p> <p>Assignment Group 5 presentations</p>
April 17th	<p>Topic EXPLORER.GMK: Digging deep into the indie dev life</p> <p>Assignment Read Yu “Spelunky”</p>

	Play <i>Spelunky</i> Group Presentation
April 24th	Topic Cheers, Love! Social Gaming and the future of game design Assignment Play <i>Overwatch</i> Group Presentation

REQUIRED TEXTBOOKS AND SOFTWARE:

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

RECOMMENDED MATERIALS:

- Steam (steam.com)
- Battle.net

COURSE FEES:

Course 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 total course fee for this class is \$8.00

The total course fee for each course is listed on the UF Schedule of Courses. (<https://registrar.ufl.edu/soc/>).

EVALUATION OF GRADES

Assignment	Total Points	Percentage of Grade
Presentation – 10 minute presentation on a course topic	100	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.	100	20%
Quizzes	100	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

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 class participation will be measured and graded. Real Time [RT] interaction with your peers and the Instructor will empower you to greater achievement.

In our course, attendance for On-Campus and RT On-Line students is mandatory. Students are allowed **two unexcused absences**. If you miss more than **two classes** during the semester, each additional absence will lower your overall grade by **100 points**. If you miss more than **four 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 three 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 recording/writing their responses to course material in advance of each lecture at least once a week.

MAKE-UP POLICY

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Unless discussed at least 72 hours in advance of the deadline, late assignments will not be accepted. Excluded from this policy are any assignments missed due to medical emergencies.

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. Word editing software will be required for written assignments.

COURSE COMMUNICATIONS

Students can communicate directly with the Instructor regarding the course material through the course management system (CANVAS). Electronic communication must demonstrate a formal tone and style and, unless absolutely urgent, will be responded to M-F from 9 AM to 5 PM.

VIDEO LECTURE CAPTURE

High-quality video lecture capture of this course is available only for enrolled students. These video captures are edited and posted within 24-48 hours of the class meeting for the benefit of the Your Own Time [YOT] students and to offer the potential for review by on-campus and Real Time [RT] online students. For the on-campus and RT students, watching lectures in lieu of attending and participating in class is NOT acceptable.

Your Instructor will provide you with this semester's login information during the first week of class. It is not permissible to share or distribute video login information to anyone other than officially enrolled students of this course. Lecture videos can be found at <https://vimeo.com/digitalworlds>.

NOTE ON INSTRUCTION

This is a discussion-based course, not a lecture. As such, the value of this class will depend largely on what and how you decide to contribute to it. I expect everyone to participate in discussion by carefully engaging with the assigned readings. Many of these texts are complex, and some may challenge your conception of interactive media/stories, so careful reading and note taking is necessary. Give yourself enough time to work through the texts and approach each reading/discussion generously and with an open-mind.

UF POLICIES:

UNIVERSITY HONESTY POLICY

UF students are bound by The Honor Pledge that states, "We, the members of the University of Florida community, pledge to hold ourselves and our peers to the highest standards of honor and integrity by abiding by the Honor Code. On all work submitted for credit by students 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.” The [Honor Code](#) specifies a number of behaviors that are in violation of this code and the possible sanctions. Furthermore, you are obligated to report any condition that facilitates academic misconduct to appropriate personnel. If you have any questions or concerns, please consult with the instructor or TAs in this class.

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.”

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.

STUDENTS REQUIRING ACCOMMODATIONS

Students with disabilities requesting accommodations should first register with the [Disability Resource Center](#) (352-392-8565) 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.

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/wp-content/uploads/2012/08/NetiquetteGuideforOnlineCourses.pdf>

ONLINE COURSE EVALUATIONS

Students are expected to provide feedback on the quality of instruction in this course by completing [online evaluations](#). 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 [evaluation results](#).

CAMPUS RESOURCES

HEALTH AND WELLNESS

U Matter, We Care

If you or a friend is in distress, please contact umatter@ufl.edu or 352 392- 1575 so that a team member can reach out to the student.

Counseling and Wellness Center

<http://www.counseling.ufl.edu/cwc/Default.aspx>, 392-1575; and the University Police Department: 392-1111 or 9-1-1 for emergencies.

Sexual Assault Recovery Services (SARS)
Student Health Care Center, 392-1161.

University Police Department, 392-1111 (or 9-1-1 for emergencies). <http://www.police.ufl.edu/>

ACADEMIC RESOURCES

E-learning technical support, 352-392-4357 (select option 2) or e-mail to Learning-support@ufl.edu. <https://lss.at.ufl.edu/help.shtml>.

Career Resource Center, Reitz Union, 392-1601. Career assistance and counseling. <http://www.crc.ufl.edu/>

Library Support, <http://cms.uflib.ufl.edu/ask>. Various ways to receive assistance with respect to using the libraries or finding resources.

Teaching Center, Broward Hall, 392-2010 or 392-6420. General study skills and tutoring. <http://teachingcenter.ufl.edu/>

Writing Studio, 302 Tigert Hall, 846-1138. Help brainstorming, formatting, and writing papers. <http://writing.ufl.edu/writing-studio/>

Student Complaints Campus:

https://www.dso.ufl.edu/documents/UF_Complaints_policy.pdf

On-Line Students Complaints:

<http://www.distance.ufl.edu/student-complaint-process>

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