

## Videogame Theory and Analysis

DIG 6719, section 16GG

**Instructor:** Marko Suvajdzic, MFA, Visiting Assistant Professor, Digital Worlds Institute

**Class meetings:** Tuesdays, Period 4, 10:40AM-11:30AM; Thursdays, Periods 4 and 5, 10:40PM-12:35PM

**Classroom:** E413 SAGE, Computer Sciences/Engineering

**Office hours:** Tuesdays, 11:30am – 12:30pm; Thursdays, 12:35PM – 1:35PM;

**Office:** E424, Computer Sciences/Engineering

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### PRE-REQUISITES

Graduate standing in Digital Arts & Sciences OR permission of instructor.

### INTRODUCTION

This is the syllabus of a graduate course in Videogames Theory and Analysis. The course is changing according to the needs of the students and the pace of our learning, and the syllabus may change during the semester to meet the needs of students and the instructor.

“Videogames Theory and Analysis” is a graduate course offering an interdisciplinary approach to the subject of video games. This course will be focused on the intersection of theory, arts, technology. Prof. Suvajdzic will share his own experiences in the world of videogames and also give students a look into his current studio.

This course will also contain a more practical dimension to it, where students will work on creating company business plans, elaborate their ideas and write proposals, work on game story lines, and get a chance to peak into the real world and in real time video games production processes by following some of the projects of O2D studio (<http://www.o2d.com>).

### LEARNING OBJECTIVES

By the end of this course, you will be able to:

1. Describe and articulate major trends and trajectories in the field of videogames theory.
2. Use different perspectives to analyze and investigate historical events, and theoretical approaches in the field of videogames.
3. Present findings from your own research into some particular aspect of video games culture.

### CLASS SCHEDULE

Date	Topics	Assignments due/Events	Comments
8/26 (Tu)	Introduction to the class Student introductions Introduction of Online Learning system	Five Conferences relevant to the topic of our study (must be October/November/December/January) Due date: 9/2/14	
8/28 (Th x2)	Board/Card game of your choice (NOT a video game)	Prof. MS: Pandemic	

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<b>9/2 (Tu)</b>	Review of conferences	Assignment: Conference Topic proposal (150 - 250 words). Due date: 9/18/14	
<b>9/4 (Th x2)</b>	Board/Card game of your choice (NOT a video game)		
<b>9/9 (Tu)</b>	(25 min) Student presentations - Chapter from the textbook "The Routledge Companion to Video Game Studies"  (25 min) Discussion		
<b>9/11 (Th x2)</b>	Board/Card game of your choice (NOT a video game)		
<b>9/16 (Tu)</b>	(25 min) Student presentations - Chapter from the textbook "The Routledge Companion to Video Game Studies"  (25 min) Discussion		
<b>9/18 (Th x2)</b>	Group review - Conference Topic proposal (150 - 250 words)  XBOX ONE: Kinect category (Dance revolution)		
<b>9/23 (Tu)</b>	(25 min) Student presentations - Chapter from the textbook "The Routledge Companion to Video Game Studies"  (25 min) Discussion		
<b>9/25 (Th x2)</b>	Board/Card game of your choice (NOT a video game)		
<b>09/30 (Tu)</b>	(25 min) Student presentations - Chapter from the textbook "The Routledge Companion to Video Game Studies"  (25 min) Discussion		
<b>10/2 (Th x2)</b>	O2D Studio presentation HOPA Games:		
<b>10/7 (Tu)</b>	(25 min) Student presentations - Chapter from the textbook "The Routledge Companion to Video Game Studies"  (25 min) Discussion		
<b>10/09 (Th x2)</b>	Student paper presentation on FLOW  XBOX ONE: Kinect category (Dance Dance Revolution)		
<b>10/14 (Tu)</b>	(25 min) Student presentations - Chapter from the textbook "The Routledge Companion to Video Game Studies"  (25 min) Discussion	<a href="http://www.hassacc.com/">http://www.hassacc.com/</a> Draft Manuscript Submission & Registration Deadline 18 October, 2013 (submission of the paper to the conference is not required for the grade)	
<b>10/16 (Th x2)</b>	Student paper presentation on FLOW  XBOX ONE: Platform category (Rayman)		
<b>10/21 (Tu)</b>	(25 min) Student presentations - Chapter from the textbook "The Routledge Companion to Video Game Studies"		

	(25 min) Discussion		
<b>10/23 (Th x2)</b>	Student conference paper presentation XBOX ONE: Adventure category (Lara Craft)		
<b>10/28 (Tu)</b>	(25 min) Student presentations - Chapter from the textbook "The Routledge Companion to Video Game Studies"  (25 min) Discussion		
<b>10/30 (Th x2)</b>	Student conference paper presentation XBOX ONE: Adventure category (Lara Craft)		
<b>11/4 (Tu)</b>	(25 min) Student presentations - Chapter from the textbook "The Routledge Companion to Video Game Studies"  (25 min) Discussion		
<b>11/6 (Th x2)</b>	Student conference paper presentation IPAD: Educational Games		
<b>11/11 (Tu)</b>	<b>Holiday – No classes</b>		
<b>11/13 (Th x2)</b>	Guest Speaker		
<b>11/18 (Tu)</b>	(25 min) Student presentations - Chapter from the textbook "The Routledge Companion to Video Game Studies"  (25 min) Discussion		
<b>11/20 (Th x2)</b>	Lecture: TBA	Final project presentations	
<b>11/25 (Tu)</b>	(25 min) Student presentations - Chapter from the textbook "The Routledge Companion to Video Game Studies"  (25 min) Discussion	Final project presentations	
<b>11/27 (Th x2)</b>	<b>Holiday – No classes</b>		
<b>12/2 (Tu)</b>	(25 min) Student presentations - Chapter from the textbook "The Routledge Companion to Video Game Studies"  (25 min) Discussion		
<b>12/4 (Th x2)</b>	Lecture: TBA		
<b>12/9 (Tu)</b>	Lecture: TBA	Final research paper due	

### CLASS TEXTBOOKS

1. "The Routledge Companion to Video Game Studies", Mark J. P. Wolf, Bernard Perron
2. "Level Up!: The Guide to Great Video Game Design", Scott Rogers  
([http://www.amazon.com/Level-Up-Guide-Great-Design/dp/047068867X/ref=sr\\_1\\_2?ie=UTF8&qid=1376864810&sr=8-2&keywords=level+up](http://www.amazon.com/Level-Up-Guide-Great-Design/dp/047068867X/ref=sr_1_2?ie=UTF8&qid=1376864810&sr=8-2&keywords=level+up))
3. "Learning Online with Games, Simulations, and Virtual Worlds: Strategies for Online Instruction", Clark Aldrich ([http://www.amazon.com/Learning-Online-Simulations-Virtual-Worlds/dp/0470438347/ref=sr\\_1\\_1?ie=UTF8&qid=1376865207&sr=8-1&keywords=learning+online+with+games%2C+simulations](http://www.amazon.com/Learning-Online-Simulations-Virtual-Worlds/dp/0470438347/ref=sr_1_1?ie=UTF8&qid=1376865207&sr=8-1&keywords=learning+online+with+games%2C+simulations))

## GRADING SCALE

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

## SUBMISSION OF CLASS ASSIGNMENTS

Unless otherwise specified, all class assignments are to be submitted via email with the Message Subject: DIG6719\_16GG <Assignment name> <student's.firstname.lastname>. Said email submissions will be made no later than 6AM on the day upon which the assignment is due.

## GRADES

**30%** Written assignments. 500+ words each.

- (20%) FLOW - Book review OR "Self-analysis, Enhancing the State of Flow in Personal Activities"
- (10%) Analysis of the presented game of choice (it can be someone else's game as well)

**30%** Class presentations

- (10%) Chapter from the textbook "The Routledge Companion to Video Game Studies"
- (10%) Chapter from the textbook "The Routledge Companion to Video Game Studies"
- (5%) Board/Card game of your choice (NOT a video game)
- (5%) Five Conferences relevant to the topic of our study (must be October/November/December)

**10%** Attendance and class participation

**30%** Final Paper (conference submission)

## FOCUS OF THE GRADING

I will be grading your writing only insofar as it adds or detracts from the ideas you are trying to communicate. In other words, the focus of the grading will not be on your writing abilities. I will mostly

be looking at your understanding of the assigned readings and class discussions, and the quality of your ideas about them. You should make sure your writing is adequate enough to communicate your understanding and ideas.

Your papers will be graded according to the following rubric:

1. A clear and concise thesis, central argument or main point
2. Evidence that clearly supports that main thesis
3. Relationship between the thesis and the readings and material discussed in class
4. Clarity in writing, use of proper formatting and use of proper paragraph structure in articulating your ideas
5. The relevance, creativity and strength of your arguments and analysis in examining a potent and important issue related to some aspect of digital culture.

### **CLASS POLICIES**

Attendance is required. Contents of missed sessions will not be repeated for individual students; it is your responsibility to obtain notes and other information discussed during any given session from classmates or web postings.

### **CLASSROOM ACCOMMODATION**

Students requesting classroom accommodation must first register with the Dean of Students Office. The Dean of Students Office will provide documentation to the student who must then provide this documentation to the Instructor when requesting accommodation.

### **EMAIL**

Each student is required to maintain and check their registered UF email account capable of sending and receiving 1-3MB files. Information necessary for upcoming classes will be discussed in weekly class sessions and if any changes or modifications to existing schedule or requirements become necessary, will be emailed to students 24 hours in advance of the next class meeting.

### **UF HONOR CODE**

All students are expected to abide by the UF Honor Code at all times, which reads, in part: "I affirm that this work in its entirety is mine alone, and that I have received no outside assistance from anyone else, including classmates, other students, or faculty. I understand that plagiarism, seeking or receiving other unauthorized assistance, or any false representations regarding this exam [or other work] are serious offenses punishable under the Student Honor Code." Academic dishonesty, as defined by UF policies will not be tolerated and will carry appropriate penalties. All Intellectual Property created by other entities must be given proper reference in all materials submitted in class.

### **READING AND WRITING CENTER**

If you have trouble with the writing required by this course, you are encouraged to a) visit the instructor and/or TA during office hours; and b) visit the University of Florida Reading and Writing Center (RWC), which offers mentorship and editing services to University of Florida students. Here is how the RWC's website (<http://writing.ufl.edu/writing-center/>) describes the center and its services:

"The Reading and Writing Center (RWC) is committed to helping University of Florida students become better writers and readers. We aim to support independent learning and encourage scholarship by

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fostering writing and reading skills. We provide individual assistance to those wishing to develop their writing, better understand the writing process, and improve reading comprehension and study skills. Students of all levels and disciplines are welcome!”

**STUDENT CONCERNS**

If you have any concerns or questions about any situation in the course please consult the instructor ASAP. If after consultation with the Instructor, the student has unresolved concerns or questions, they may request an appointment with the program director.