

## LMC 4725/6325: Schedule

\*Note: The dates listed are the in-class dates that we will cover those readings and games. In other words, Students are expected to have played, read, thought, and analyzed the texts by the dates listed, and SPOILERS will be fair game.

Wk	Date	Topic	Games-Play	Reading
<b>MODULE 1: GAMES AND/AS POETICS</b>				
1	M, 8/21	About the Class; Structure; Policies	—	—
	W, 8/23	Casuals; Meaningful Play, Design Systems, Interactivity	<i>Two Dots</i>	Salen and Zimmerman, "Core Concepts: Meaningful Play, Design, Systems, Interactivity," in <i>Rules of Play</i> , 31-70.
	Su, 8/27	<b>Game-Play Vlog <i>Alto's Adventures</i> Due, 11:59 pm</b>		
2	M, 8/28	Casuals; Defining Gams Defining Digital Games The Magic Circle/ Diegesis Rules	<i>Alto's Adventures</i>	Salen and Zimmerman, "Core Concepts: Defining Games, Defining Digital Games, The Magic Circle, The Primary Schema," in <i>Rules of Play</i> , 71-105.  Salen and Zimmerman, "Rules: Defining Rules, Rules on Three Levels, The Rules of Digital Games," In <i>Rules of Play</i> , 116-149.
	T, 8/29	<b>Game-Play Vlog <i>Braid</i> Due, 11:59pm</b>		
	W, 8/30	Tropes; Failure	<i>Braid</i>	Jesper Juul, Introduction: The Paradox of Failure", <i>The Art of Failure</i> (MIT Press: 2013).  Watch: Anita Sarkiessian, "Tropes vs. Women in Video Games: Damsel in Distress Parts 1-3," <i>Feminist Frequency</i> . Link on course website.
3	M, 9/4	<b>Labor Day: No Class</b>		

Wk	Date	Topic	Games-Play	Reading
	W, 9/6	Prototyping Design Practice Play-Tests	In-Class Play-Test 1	Salen and Zimmerman, "The Design Process," in <i>Rules of Play</i> , 11-21;  Filament Games, "PlayTesting" Whitepaper. PDF course website.  League of Gamemakers, "How to Playtest: Part 3." Link on course website.
	F, 9/8	<b>Prototype 1 Due, 11:59 pm</b>		
<b>MODULE 2: GAMES AND/AS CULTURAL STUDIES</b>				
4	W, 9/13	<i>Braid</i> and Tropes; Revisit: Narrative structure of <i>Braid</i> , and Sarkeesian's "Tropes v. Women" in video games series.		
	Su, 9/17	<b>Game-Play Vlog 80 Days Due, 11:59 pm</b>		
5	M, 9/18	Storytelling	<i>Braid</i> <i>80 Days</i>	Salen and Zimmerman, "Defining Play," in <i>Rules of Play</i> , 301-312.  Salen and Zimmerman, "Games as Narrative Play," in <i>Rules of Play</i> , 377-419
	W, 9/20	Storytelling	<i>80 Days</i>	Ian Bogost, "Video Games are Better Without Stories," <i>The Atlantic</i> (Apr. 25, 2017).  What a Terrible Fate, "Video Games are Better Without Stories: a Reply."  <b>6325 Workshop 1</b>
	Su, 9/24	<b>Game-Play Vlogs <i>The Path &amp; Dear Esther</i> Due, 11:59 pm</b>		
6	M, 9/25	Storytelling	<i>The Path &amp; Dear Esther</i>	Jesper Juul, "Fictional Failure," from <i>The Art of Failure</i> (MIT Press: 2013). T-Square.
	W, 9/27	Storytelling	In-Class Play-Test 2	
	F, 9/29	<b>Prototype 2 Due, 11:59 pm</b>		
	S, 10/1	<b>Game-Play Vlog <i>Gone Home</i> Due</b>		

Wk	Date	Topic	Games-Play	Reading
7	M, 10/2	Gender/Sexuality	<i>Gone Home</i>	“Salen and Zimmerman, “Games as the Play of Experience,” in <i>Rules of Play</i> , 313-328;  merritt kopas, “On <i>Gone Home</i> ,” in <i>Queer Game Studies</i> . T-Square.
	T, 10/3	<b>Game-Play Vlog Choice: Texas Due, 11:59 pm</b>		
	W, 10/4	Gender/Sexuality	<i>Choice: Texas</i>	Salen and Zimmerman, “Defining Culture” and “Games as Cultural Rhetoric,” in <i>Rules of Play</i> , 505-536;  <b>6325 Workshop 2</b>
	Su, 10/8	<b>Game-Play Vlog The Coming Out Simulator &amp; Mainichi Due, 11:59 PM</b>		
8	M, 10/9	Gender/Sexuality	<ul style="list-style-type: none"> <li>• <i>The Coming Out Simulator</i></li> <li>• <i>Mainichi</i></li> </ul>	Salen and Zimmerman, “Games as the Play of Simulation,” in <i>Rules of Play</i> , 421-460
	W, 10/11	Gender/Sexuality	In-Class Play-Test 3	
	F, 10/13	<b>Prototype 3 Due, 11:59 pm</b>		
	Su, 10/15	<b>Game-Play Vlog Chroma Due, 11:59 pm</b>		
9	M, 10/16	Race/Ethnicity	<ul style="list-style-type: none"> <li>• <i>Mainichi</i></li> <li>• <i>Chroma</i></li> </ul>	Salen and Zimmerman, “Games as the Play of Meaning,” in <i>Rules of Play</i> , 363-376 David Leonard “Live In Your World, Play In Ours,” T-Square.
	T, 10/17	<b>Game-Play Vlog Lim Due, 11:59 pm</b>		
	W, 10/18	Race/Ethnicity	<ul style="list-style-type: none"> <li>• <i>Lim</i></li> </ul>	Lisa Nakamura, “Race and Digital Media,” T-Square.  <b>6325 Workshop 3</b>
	Su, 10/22	<b>Game-Play Vlog Never Alone Due, 11:59 pm</b>		

Wk	Date	Topic	Games-Play	Reading
10	M, 10/23	Race/Ethnicity	<i>Never Alone</i>	Tanner Higgin, "The Trap of Representation," T-Square.  Simon Parker, "Never Alone: Could a Video Game Help to Preserve Inuit Culture?" <i>The New Yorker</i> , T-Square.  Matt Kamen, "How <i>Never Alone</i> Turns Cultural Heritage into Video Game History," <i>Wired</i> , T-Square.
	W, 10/25	Race/Ethnicity	In-Class Play-Test 4	
	F, 10/27	<b>Prototype 4 Due, 11:59 pm</b>		
	Su, 10/29	<b>Game-Play Vlog <i>Papers Please</i> Due, 11:59 pm</b>		
11	M, 10/30	Nation/Globe	<i>Papers Please</i>	Salen and Zimmerman, "Games as Systems of Information," in <i>Rules of Play</i> (203-212);  Rob Parker, "The Art of Papers, Please: Juul's The Art of Failure Meets Lucas Pope's Papers, Please," <i>First Person Scholar</i> , T-Square.  Kristian Redhead Ahm, "Strategic Ambiguity: Papers Please and the Virtues of Silence," <i>First Person Scholar</i> , T-Square.  Leigh Alexander, "Designing the Bleak Genius of <i>Papers, Please</i> ," <i>Gamsutra</i> . T-Square.
	T, 10/31	<b>Game-Play Vlog <i>SuperBug</i> Due, 11:59 pm</b>		
	W, 11/1	Nation/Globe	<i>Superbug</i>	Salen and Zimmerman, "Games as Information Theory Systems," in <i>Rules of Play</i> (191-203).  <b>6325 Workshop 4</b>
	Su, 11/5	<b>Game-Play Vlog <i>Fate of the World</i> Due, 11:59 pm</b>		

Wk	Date	Topic	Games-Play	Reading
12	M, 11/6	Nation/Globe	<i>Fate of the World;</i>	Sales and Zimmerman, "Games as Cultural Environment," in <i>Rules of Play</i> (571-587);  Hans-Joachim Backe, "Greenshifting Game Studies," <i>First Person Scholar</i> , T-Square.
	W, 11/8	Nation/Globe	In-Class Play-Test 5	
	F, 11/10	<b>Prototype 5 Due, 11:59 pm</b>		
		<b>MODULE 3: LAB</b>		
13	M, 11/13			<b>6325 Workshop 5</b>
	W, 11/15	<b>These weeks dedicated to in-class lab time for developing, playtesting, and completing full games.</b>		
14	M, 11/20			
	W, 11/22	<b>Thanksgiving: No Class</b>		
15	M, 11/27	<b>Possible Games Showcase on Final Inst. Day OR In-class demos; – Vote in class</b>		
	W, 11/29			
16	M, 12/4			