

UNIVERSITY OF CALGARY
DEPARTMENT OF ART

UNDERGRADUATE COURSE OUTLINE

Art (ARHI) 341 Lecture 01
Art and Technology
Spring 2017
T,R 12:00 – 14:45 / MFH 160

Instructor: *Rob Furr*
Office Location: *AB 661*
E-Mail: *Rsfurr@ucalgary.ca*
Office Hours: *Wed/Fri 11:00 – 3:00. Other times by appointment*

Course Description

An examination of the development of art techniques and forms in relation to a variety of contemporary technologies. Topics may include the history of video games, history of telematic and interactive art, and structures of surveillance.

Prerequisites &/or Co-requisites

None

Antirequisite(s)

Credit for [Art History 341](#) and [311.01](#) will not be allowed.

Objectives of the Course

This course has two primary objectives:

1. To acquaint students with the history and origins of video games, from an artistic standpoint, as shown through examination of particular examples of the medium.
2. To introduce students to the process of critical examination of media, and to enable them to place traits, themes, and developments in gaming in a critical context.

Textbooks and Readings

Required Text: *Replay: The History of Video Games*, by Tristan Donovan

Other readings will be provided online via D2L.

Assignments and Evaluation

Midterm exam: 45%
Final Exam: 45%
Outside Gaming Experience: 10%
Total: 100%

This is a *reading intensive course*. It is imperative for students to keep up, with both the main text and the additional readings. Exams will cover material mentioned in the readings even if never

explicitly referenced in class.

The outside gaming experience due date is not listed in the table of course activities, as each class session after the first (May 16) will be a potential due date for a chosen activity on the part of the student, e.g., those students who choose to play pinball will be asked to have their activity completed by May 18.

Students do not have to receive a passing grade on any particular assignment to pass the course as a whole. However, as there are few marked assignments, each one does carry significant weight.

	Subject	Main Text	Primary Games	Additional Readings
May 16	First day, intro to theory / Context and needs / Critical tools / Origins of computers			<i>Players Who Suit MUDs, The Game Design Reader 1, Motivations of Play</i>
May 18	Pinball/ Gaming Culture	Ch. 1, 2	Epic Pinball	<i>Ludology, Special When Lit, Hackers 1</i>
May 23	Gaming Culture Continued	Ch. 8, 9, 10	Rogue, Zork I/Colossal Cave Adventure, Photopia	<i>Rogue, Zork Postmortem (Video)</i>
May 25	Academic Roots	Ch 4, 5	Spacewar!, startrek.bas, LIFE	<i>Spacewar!, Hackers 2, Fifty Years of BASIC</i>
May 30	Industrial Roots	Ch. 3	Pong, Space Invaders	<i>Space Invaders, Pong</i>
June 1	The Arcade Transition	Ch. 6	Atari Football	<i>Pac-Man Dossier</i>
June 6	Midterm			
June 8	The Arcade	Ch. 7, 8, 22	Pac-Man, Burgertime, Dragon's Lair	<i>Tetris</i>
June 13	The Personal Computer	Ch. 9, 10, 11, 12, 15	SimCity, Civilization, The Oregon Trail, ELITE	<i>The Oregon Trail, The History of Civilization, Elite, Dysentery</i>
June 15	The Console	Ch. 16, 17, 19	Super Mario Bros., Sonic the Hedgehog, Super Metroid	<i>Racing the Beam</i>
June 20	Moral Panics	Ch. 13, 14, 18, 20	Wolfenstein 3D, Doom, Myst	<i>Masters of Doom, Reality is Broken, Dangerous Games</i>
June 22	Communities	Ch. 21, 23, 24, 25	Tetris, MULE, World of Warcraft	<i>A Rape in Cyberspace, Virtual Worlds, A History of the Great Empires of EVE Online</i>
June 27	Final Exam			

Writing

The outside gaming experience assignment will require writing a 1,000-1,250 word document describing the experience; additional details will be provided in class. While the emphasis will be on the analysis and use of critical tools, a minimum standard of English proficiency is required for the paper to be accepted. Students whose papers are written such that their meaning is not clear will be asked to revise their paper by the next class meeting.

Note: It is the student's responsibility to keep a copy of or any relevant documentation regarding each submitted assignment.

Please hand in your assignments directly to your instructor. If this is not possible, you can use the drop box outside of AB 608. Assignments that are put into the drop box will be date-stamped and placed in the instructor's mailbox.

Late Assignment Policy

Should you be unable to sit the midterm exam or final exam on the scheduled day, please contact the instructor in person to arrange for an alternate testing period *before* the day of the test in question. Only those students with significant reasons relating to illness, accident, family or domestic affliction, or religious obligations will be permitted to take these exams after the fact without such arrangements. In such cases, appropriate documentation of the reason must be provided: e.g., note from physician.

The outside game experiences deadlines are firm, as specified in that document; as students may select any of the activities listed, students who miss one deadline may complete an activity with a later deadline.

Additional Information

One of the significant components of this course is the active engagement with forms of interactive entertainment that the student has not previously experienced. Students will be expected to select one from a list of potential activities and provide evidence of engagement with that activity. These activities may involve some expense on the part of the student; as an example, going to Chuck E. Cheese and playing a variety of the electromechanical games on offer. There are several options on the list that do not involve the expenditure of money, instead relying on such online resources as the Internet Archive and freeciv.org.

Grading Method/Grading Scale:

Percentage	Grade	G.P.V.	Grade Definition
96-100	A+	4.0	Outstanding
90-95	A	4.0	Excellent-superior performance, showing comprehensive understanding of subject matter.
85-89	A-	3.7	
80-84	B+	3.3	
75-79	B	3.0	Good – clearly above average performance with knowledge of subject matter generally complete.
70-74	B-	2.7	
65-69	C+	2.3	
60-64	C	2.0	Satisfactory – basic understanding of the subject matter.
55-59	C-	1.7	
53-54	D+	1.3	
50-52	D	1.0	Minimal pass – marginal performance; generally insufficient preparation for subsequent courses in the same subject.

0-49	F	0	Fail – unsatisfactory performance or failure to meet course requirements.
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Studio Procedures

The creation of art can be a dirty process and a studio is only workable if everyone cooperates in keeping it clean. Out of respect and consideration for your class mates and other users of the space, it is expected that everyone will participate in keeping the studio clean and tidy.

Internet and Electronic Communication Device Information

Electronic devices such as cell phones and laptops are permitted in class. However, regardless of the subject matter of the class, gaming and the use of social media are not permitted when such activities interfere with the teaching of the class or disturb other students. Students whose use of such devices does so will be asked to leave.

Academic Accommodation

Students seeking an accommodation based on disability or medical concerns should contact Student Accessibility Services (S.A.S.); S.A.S. will process the request and issue letters of accommodation to instructors. For additional information on support services and accommodations for students with disabilities, visit www.ucalgary.ca/access/

Students who require an accommodation in relation to their coursework based on a protected ground other than disability should communicate this need in writing to their Instructor.

The full policy on Student Accommodations is available at <http://www.ucalgary.ca/access/accommodations/policy>

Academic Standing

For more information go to <http://www.ucalgary.ca/pubs/calendar/current/f.html>

Deferral of Exams/Term work

It is possible to request a deferral of term work or final examination(s) for reasons of illness, accident, family or domestic affliction, or religious obligations. Please check with Enrolment Services if any of these issues make it impossible for you to sit an exam or finish term work by stated deadlines.

For more information about deferring a final exam go to <https://www.ucalgary.ca/registrar/exams/deferred-exams>

For more information about the deferral term work go to <http://www.ucalgary.ca/pubs/calendar/current/g-7.html>
http://www.ucalgary.ca/registrar/files/registrar/deferred_termwork15.pdf

F.O.I.P.

For more information go to <http://www.ucalgary.ca/secretariat/privacy>

Writing/Plagiarism

Writing skills are not exclusive to English courses and, in fact, should cross all disciplines. The University supports the belief that throughout their University careers, students should be taught how to write well so that when they graduate their writing abilities will be far above the minimal standards

required at entrance. Consistent with this belief, students are expected to do a substantial amount of writing in their University courses and, where appropriate, members of faculty can and should use writing and the grading thereof as a factor in the evaluation of student work. The services provided by the Writing Support Services can be utilized by all undergraduate and graduate students who feel they require further assistance.

For more information go to <http://www.ucalgary.ca/ssc/writing-support> or <http://www.ucalgary.ca/pubs/calendar/current/e-2.html>

Using any source whatsoever without clearly documenting it is a serious academic offense. Consequences include failure on the assignment, failure in the course and possibly suspension or expulsion from the university. Visual art projects submitted for course credit must be produced by the student specifically for this class. Students must not submit projects if credit has or will be provided for it in another class. This includes re-worked assignments from previous or concurrent courses, unless permission is provided in writing by the instructor. Additionally, the student is asked to be mindful of using visual sources from the internet, ensuring that that material is not derived from any on-line or other available source, and that appropriate copyright permission is granted, when required.

For more information go to <http://www.ucalgary.ca/pubs/calendar/current/k-2-1.html>

Student Misconduct

For more information go to <http://www.ucalgary.ca/pubs/calendar/current/k.html>

Student Union

For more information go to <http://www.su.ucalgary.ca/>

Student Ombudsman

For more information go to <http://www.ucalgary.ca/provost/students/ombuds>

Lockers

The Art Building lockers are administered through the Student's Union's used bookstore, Bound and Copied. Lockers are rented on a first come, first served basis. Due to the shortage of lockers, and the high demand, students cannot hold more than one locker at a time. All of the details on renting a locker and your responsibilities can be found on the Locker Rental Agreement at

https://www.su.ucalgary.ca/wp-content/uploads/2014/08/locker_rental_agreement_2010.pdf

Lockers for all sessions can be rented through my.ucalgary.ca. Once you're in the Student Centre, click on **Other Academic Services** and choose **Locker Reservation**.

Lockers must be vacated by the end of term.

For more information go to <http://www.su.ucalgary.ca/>

Models

In this class students may be expected to draw from nude models. **A student electing not to do so must notify the instructors IN WRITING of his/her concerns.**

Portfolios and Assignments

The Department of Art will not assume responsibility for lost or stolen portfolios or course work given to

instructors for grading, or for work posted on bulletin boards in the art building.

Note - All unclaimed work will be disposed of.

Note - Studio spaces, bulletin boards and display areas need to be cleared two weeks after the last day of classes.

Ethics

Whenever you perform research with human participants (i.e., surveys, interviews or observation) as part of your university studies, you are responsible for following university research ethics guidelines. Your instructor must review and approve of your research plans and supervise your research.

For more information go to <http://www.ucalgary.ca/pubs/calendar/current/e-5.html>

or

<https://www.ucalgary.ca/research/researchers/ethics-compliance/chreb>

Campus Security/Safewalk

Call 220-5333 anytime. Help phones are located throughout campus, parking lots and elevators; they connect directly to Campus Security - in case of emergency, press the red button.

For more information go to <http://www.ucalgary.ca/security/safewalk>

Emergency Evacuation

For more information go to <http://www.ucalgary.ca/emergencyplan/assemblypoints>

Faculty of Arts Program Advising and Student Information Resources

Have a question but not sure where to start? The Arts Students' Centre is your information resource for everything in the Faculty of Arts. Stop by SS102, call us at 220-3580 or email us at ascarts@ucalgary.ca or artsads@ucalgary.ca. You can also visit the Faculty of Arts website at <http://arts.ucalgary.ca/undergraduate> which has detailed information on common academic concerns.

For program planning and advice, contact the Student Success Centre at 220-5881 or visit them on the 3rd floor of the Taylor Family Digital Library.

For registration (add/drop/swap), paying fees and assistance with your Student Centre, contact Enrolment Services at 210-ROCK [7625] or visit them at the MacKimmie Library Block.