

UNIVERSITY OF CALGARY
DEPARTMENT OF ART

COURSE OUTLINE

**Art (ART) 311 - Lecture 01
Topics in Art**

“History of Video Games”

Spring 2014

M,W,F 10:30 - 14:20, CHC 119

Instructor: Rob Furr
Office Location: AB 661
E-Mail: rsfurr@gmail.com
Office Hours: T,R 10:00-12:00

Course Description

Topics in art may include art appreciation, art and everyday life, themes in art history.

Prerequisites &/or Co-requisites

None

Objectives of the Course

This class has two primary objectives:

1. To acquaint students with the history and origins of video games, as shown through examination of particular examples of the form.
2. To introduce students to critical examinations of games and gaming, and to enable them to evaluate and place traits, themes, and developments in gaming in a historical context.

Textbooks and Readings

The primary text is *Replay: The History of Video Games*, by Tristan Donovan
Additional texts will be available through the D2L system or via the web, and are:

Teaching Games through the AGE Framework
The Great Dungeons & Dragons Panic
The Art of Contested Spaces
Eve: The Most Thrilling Boring Game in the Universe
Hatoful Boyfriend
I, School Shooter
Games as Cultural Rhetoric
Hackers: Heroes of the Computer Revolution
Saturday Crapshoot: A Mind Forever Voyaging
Dungeons and Desktops: The Silver Age
Players Who Suit MUDs

Masters of Doom
Racing the Beam
The History of Defender; The Joys of Difficult Games
The History of Spacewar! The Best Waste of Time in the Universe
The History of Pong: Avoid Missing Game to Start Industry
Virtual Worlds: A First-Hand Account of Market and Society on the Cyberian Frontier
A Rape in Cyberspace
War Games And Their History: Military Training Games
Special When Lit

Assignments and Evaluation

Midterm Exam - 50%, held on May 28th

Final Exam - 50%, held on June 5th.

Registrar-Scheduled Final Exam – Yes (June 5 as per above)

No exam aids will be permitted: no notes, books, or other references may be used in either the midterm test or the final exam. The final exam will include a selection of material from the pre-midterm section of the course, but will emphasize material from the second half.

Late Assignment Policy

Tests are expected to be taken on the date assigned. The final exam may only be deferred according to university policy. The midterm may be taken on another date only upon prior consultation with the instructor, or as a result of a medical emergency, which will require the student to provide a note from the attending medical professional.

Course Activities

May	Day	Subject(s)	Replay	Readings
Wednesday	14	Course introduction / context and needs / Historical recreations / Origin of computers		<i>Teaching Games through the AGE Framework, Games as Cultural Rhetoric, Players Who Suit MUDs, War Games And Their History: Military Training Games</i>
Friday	16	Pinball / Penny Arcades / Science Fiction / Tabletop Games / Braunsteins and Community / D&D	4	<i>The Great Dungeons & Dragons Panic, The Art of Contested Spaces, Dungeons and Desktops: The Silver Age, Special When Lit</i>
Monday	19	Closed		

May	Day	Subject(s)	Replay	Readings
Wednesday	21	Spacewar! / PLATO / Ralph Baer / Nolan Bushnell / PONG / The Golden Age of the Arcade	1, 2, 3, 6, 7	<i>The History of Spacewar! The Best Waste of Time in the Universe, The History of Pong: Avoid Missing Game to Start Industry, Racing the Beam</i>
Friday	23	The Crash / Nintendo / Personal Computers	8, 12, 13, 14, 16	<i>The History of Defender; The Joys of Difficult Games,</i>
Monday	26	Infocom / The Auteurs (Wright, Meier, Miyamoto) / European Games / The Demoscene / Japan / Tetris	15, 17, 18, 19	<i>Saturday Crapshoot: A Mind Forever Voyaging</i> <i>Hackers: Heroes of the Computer Revolution</i>
Wednesday	28	Midterm / Educational Games / Habitat		<i>A Rape in Cyberspace</i>
Friday	30	Flight Simulators / Tetris / Casual Gaming / The CD-ROM / Visual Novels	21	<i>Hatoful Boyfriend</i>
June				
Monday	2	Doom	20, 21	<i>I, School Shooter, Masters of Doom</i>
Wednesday	4	Massively Multiplayer Games	23, TBA	<i>Eve: The Most Thrilling Boring Game in the Universe, Virtual Worlds: A First-Hand Account of Market and Society on the Cyberian Frontier</i>
Thursday	5	Final Exam (Registrar scheduled)		

Grading Method/Grading Scale:

Percentage	Grade	G.P.A.	Grade Definition
	A+	4.0	Outstanding; A grade of A+ is reserved for superior contributions to the course. The granting of this grade is exclusively at the discretion of the instructor.
90-100	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.

Internet and Electronic Communication Device Information

Laptops are permitted for the sole purpose of taking notes. Cell phones are not permitted in class, and students who are obviously engaging in social media, or are otherwise disruptive with electronic devices, will be asked to leave the class.

Academic Accommodation

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

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 go to http://www.ucalgary.ca/registrar/deferred_final

F.O.I.P.

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

Writing/Plagiarism

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.

You must document not only direct quotations but also paraphrases and ideas where they appear in your text. A reference list at the end is insufficient by itself. Readers must be able to tell exactly where your words and ideas end and other people's words and ideas begin. This includes assignments submitted in non-traditional formats such as Web pages or visual media, and material taken from such sources. Please consult your instructor or Writing Support Services (at the Student Success Centre) if you have any questions regarding how to document sources.

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

Student Misconduct

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

Student Union and Student Ombudsman

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

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

Lockers

The Art Building lockers are administered by the Students' Union in 251 MacEwan Student Centre. There are various shapes and sizes of lockers for rent. Please write down the barcode numbers (top left of each locker) for the locker shape that you require and bring this list with you to the SU office between 8:30a.m. and 4:30p.m., Monday-Friday. **Lockers must be vacated by the end of term.**

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

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/research/cfreb>

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 Faculty of Arts Program Information Centre (PIC) is your information resource for everything in Arts. Stop by SS110, call us at 220-3580 or email us at 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 2nd 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.

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