

UNIVERSITY OF CALGARY  
DEPARTMENT OF ART

**UNDERGRADUATE COURSE OUTLINE**

**Art (ART) 311, L01**  
**Topics in Art**  
**“History of Video Games”**  
**Spring 2019**  
**T, R 12:00 – 14:50; ES 162**

**Instructor:** Rob Furr  
**Office Location:** AB 661  
**Texting Number:** 403-629-8837  
**E-Mail:** [rsfurr@ucalgary.ca](mailto:rsfurr@ucalgary.ca) (please text if possible)  
**Office Hours:** T, R 10:00 – 11:45

**Course Description**

Topics related to contemporary studio and curatorial practices such as spirituality, exhibitions, digital storytelling, new media, or public art.

**Prerequisites &/or Co-requisites**

None.

**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**

Exam 1	30%	May 21
Exam 2	30%	June 4
Exam 3	30%	June 13
Game analysis	10% (1 assignment only)	Due date will vary depending on the game selected. Details will be explicated in class.

**Writing**

Writing is an important component of the game analysis assignment: this will be evaluated with correct grammar and spelling as well as content as components.

A passing grade on the Game Analysis assignment is required to pass this class.

## Registrar-Scheduled Final Exam – NO

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

The game analysis deadlines are firm; further details, including student options and due dates for each possible experience, will be given in class. 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.

### Course Activities

Art 311	Subject	Games	Replay	Basic Readings (Other readings will be required & announced in class & on D2L)
May 7	Intro, basic theory, context and needs, history of technological play			
May 9	Critical tools, origins of computers	Kriegsspiel / Jane's Naval Game / OGRE / NIM / MS Flight Simulator		Players Who Suit MUDs, The Game Design Reader 1, Motivations of Play
May 14	Pinball and gaming culture	Humpty Dumpty / Triple Action / Pinball / Skee-ball	Ch. 1, 2	Ludology, Special When Lit, Hackers 1
May 16	Gaming culture continued.	Spacewar! / Startrek.bas / Plato nettrek / Oregon Trail	Ch. 8, 9, 10	Spacewar!, Hackers 2,

				Fifty Years of BASIC
May 21	<b>Exam 1</b> / Academic roots	D&D / Zork / colossal cave adventure / Rogue / Ultima IV	Ch. 4, 5	
May 23	Industrial roots	Pong / Space Invaders / Centipede / Adventure / Yar's Revenge	Ch. 3	Space Invaders, Pong, Racing the Beam
May 28	The arcade	Defender / Pac Man / Dragon's Lair / I, Robot / Street Fighter II	Ch 6, 7, 8, 17, 22	Pac-Man Dossier, Tetris
May 30	The personal computer	King's Quest / Sim City / Civilization / Planescape: Torment	Ch. 9, 10, 11, 12, 15. 27	
Jun 4	<b>Exam 2</b> / The console	Super Mario Bros. / Super Metroid / Earthbound	Ch. 13, 16, 19	
Jun 6	Moral panics and the aging market	Lemmings / Doom / Myst / Tomb Raider / MGS / Grim Fandango	Ch. 13, 14, 18, 20	Masters of Doom, Reality is Broken, Dangerous Games
Jun 11	The mass experience	Tetris / Pokemon / GROW / Flow / Tetris Effect	Ch. 16, 26	
Jun 13	Maturation of the art form / <b>Exam 3</b>	EVE / BioShock / Shadow of the Colossus / Spec Ops: The Line	Ch. 21, 23, 24, 25	A Rape in Cyberspace, Virtual Worlds, A History of the Great Empires of EVE Online

### 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.

## 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

Students are prohibited from accessing the Internet or using electronic communication media during class except insofar as required by the course material: students who do so will be asked to leave the classroom. Cell phones and similar portable electronic devices are prohibited during class; laptops and tablets are permitted, but only for purposes of note-taking. All audio and video recording are also prohibited.

## Academic Accommodations

The student accommodation policy can be found at [ucalgary.ca/access/accommodations/policy](http://ucalgary.ca/access/accommodations/policy).

Students needing an Accommodation because of a Disability or medical condition should communicate this need to Student Accessibility Services in accordance with the Procedure for Accommodations for Students with Disabilities [ucalgary.ca/policies/files/policies/student-accommodation-policy](http://ucalgary.ca/policies/files/policies/student-accommodation-policy).

Students needing an Accommodation based on a Protected Ground other than Disability, should communicate this need, preferably in writing, to the course instructor.

## 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 deferral of term work go to <http://www.ucalgary.ca/pubs/calendar/current/g-7.html>  
[http://www.ucalgary.ca/registrar/files/registrar/deferred\\_termwork15.pdf](http://www.ucalgary.ca/registrar/files/registrar/deferred_termwork15.pdf)

## F.O.I.P.

For more information go to <https://www.ucalgary.ca/legalservices/foip>

## 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.

## 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](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](http://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 2 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 Mental Health Resources**

[SU Wellness Centre](#) and the [Campus Mental Health Strategy](#)

### **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>

### **Student Misconduct**

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

### **Student Ombudsman**

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

### **Student Union**

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

### **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](mailto:ascarts@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.