Course Outline

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Delivery Method	Lecture
Term	Winter 2023
Credit Value	0.50
Meeting Times	06:30 PM–09:30 PM, Room 420, 205 Richmond St W (RHA)
Course Dates	January 5–April 5, 2023
Instructors	**Andrew Bailey (https://canvascloud.ocadu.ca/about/sis_user_id:2303451)** (abailey@ocadu.ca)
Office Hours	On Teams, available by request

Description

Games studies views games as complex objects, mapping the game 'object', the player 'subject' and the critical dialogue that delimits game space. This course explores games as cultural artifacts, arising from diverse cultural histories, landscapes and geographies, impacting and impacted by sub-cultures. Students will learn to analyse the mechanics, aesthetics and practices of games via varied analytical approaches addressing their textual, performative, socio-cultural, design and political contexts. As well, the course introduces students to tools and techniques to analyze the cultural impact of the videogame. Students with credit in VISM-2B15 may not take this course for credit.

Learning Outcomes

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

1) Study, discuss and play a wide range of videogames through the lens of several significant genres and subgenres of game studies scholarship including the status of videogames as art, the structure of game form, the human drive for play, and the videogame industry. Specific examples of videogame art and design practices along with the discussion of a wide variety of recent game studies texts will enable students to understand the different, often overlapping, contexts of videogames within contemporary culture.

2) Engage in an intensive writing schedule that develops the analytical approach necessary to understand the interdisciplinary nature of game studies.

Required Readings

The textbook that we will be using for this course is ***Debugging Game History: A Critical Lexicon.*** 🗗 **(https://ocadu.primo.exlibrisgroup.com/permalink/01OCUL_OCAD/79okgr/cdi_askewsholts_vlebooks_978** This book is an anthology of short essays by a variety of authors that is edited by Henry Lowood and Raiford Guins. There will be three chapters assigned per week, and each will be approximately 7-9 pages in length. I will provide OCAD Library links to the ebook version of each chapter in the weekly modules on the Canvas course page. You will need your OCADU login information to access these readings.

Supplies

Every week, there will be two assigned games (very occasionally, there may be more) that you are encouraged to either directly play or watch relevant videos of, depending on your preferences and access to gaming platforms. One of these games will almost always be freely available to play legally and available to access on multiple platforms. Additionally, for this course's writing assignments, you should be, whenever possible, aiming to directly play the videogame(s) that you are choosing to discuss and analyze. Any computer, console, mobile, or web-based game is an equally valid topic for these assignments. However, I also realize that videogames and videogame hardware can be quite expensive, so if necessary, you can also use Let's Plays, Twitch streams, and video reviews and essays to aid in this aspect of the research and writing process.

Student Preparation / Workload Expectations

You can anticipate that studying and completing class will require at a minimum 2–3 hours of time outside of class per week for every hour of in class time per week.

Teaching & Learning Methods

Every week, you will be expected to read that week's three assigned readings and play or watch gameplay videos of the assigned games before the start of class. In each of our classes, we will start with a lecture where we use the terms and concepts found in each of the assigned readings to critically analyze and discuss each of the assigned games. There will be discussion questions scattered throughout the lecture that the members of each week's Discussion Lead group (see the Group Discussion Lead assignment page for more information) will be expected to respond to. Following the lecture, we will end class with a short in-class group discussion/writing activity that will be directly connected to your Academic Engagement grade (see the In-Class Engagement Activities assignment page and/or the Academic Engagement section of this outline for more information).

Class Schedule

OCAD U has a twelve-class semester followed by a two-week assessment period for exams and critiques. Students must be available for the duration of this period.

January 10: What is Game Studies?

Optional Reading:

Egenfeldt-Nielsen, Simon, et al. "Studying Video Games," *Understanding Video Games: The Essential Introduction*, Taylor & Francis Group, 2012. pp. 7-14. **https://ebookcentral.proquest.com/lib/oculocad-ebooks/reader.action?docID=1181119&ppg=20** ⤷ (https://ebookcentral.proquest.com/lib/oculocad-ebooks/reader.action?docID=1181119&ppg=20)

January 17: Playing Videogames

Assigned Readings:

Juul, Jesper. "Playing." *Debugging Game History: A Critical Lexicon*, edited by Henry Lowood and Raiford Guins, MIT Press, 2016. pp. 351-359. **https://ebookcentral.proquest.com/lib/oculocad-ebooks/reader.action?docID=4698613&ppg=372** ⤷ (https://ebookcentral.proquest.com/lib/oculocad-ebooks/reader.action?docID=4698613&ppg=372)

Thomas, David. "Fun." *Debugging Game History: A Critical Lexicon*, edited by Henry Lowood and Raiford Guins, MIT Press, 2016. pp. 143-151. **https://ebookcentral.proquest.com/lib/oculocad-ebooks/reader.action?docID=4698613&ppg=164** ⤷ (https://ebookcentral.proquest.com/lib/oculocad-ebooks/reader.action?docID=4698613&ppg=164)

Witkowski, Emma. "Cooperative Play." *Debugging Game History: A Critical Lexicon*, edited by Henry Lowood and Raiford Guins, MIT Press, 2016. pp. 89-97. **https://ebookcentral.proquest.com/lib/oculocad-ebooks/reader.action?docID=4698613&ppg=110** ⤷ (https://ebookcentral.proquest.com/lib/oculocad-ebooks/reader.action?docID=4698613&ppg=110)

Game(s) of the Week:

Minecraft. Windows version, Mojang Studios, 2011.

Among Us. Windows version, Innersloth LLC, 2018.

January 24: Videogame Form

Assigned Readings:

Boluk, Stephanie, and Patrick LeMieux. "Metagames." *Debugging Game History: A Critical Lexicon*, edited by Henry Lowood and Raiford Guins, MIT Press, 2016, pp. 313-324. **https://ebookcentral.proquest.com/lib/oculocad-ebooks/reader.action?**

docID=4698613&ppg=334 ⤷ **(https://ebookcentral.proquest.com/lib/oculocad-ebooks/reader.action?docID=4698613&ppg=334)**

Sicart, Miguel. "Mechanics." *Debugging Game History: A Critical Lexicon*, edited by Henry Lowood and Raiford Guins, MIT Press, 2016. pp. 297-305. **https://ebookcentral.proquest.com/lib/oculocad-ebooks/reader.action?docID=4698613&ppg=318** ⤷ **(https://ebookcentral.proquest.com/lib/oculocad-ebooks/reader.action?docID=4698613&ppg=318)**

Sirlin, David. "Game Balance." *Debugging Game History: A Critical Lexicon*, edited by Henry Lowood and Raiford Guins, MIT Press, 2016. pp. 169-177. **https://ebookcentral.proquest.com/lib/oculocad-ebooks/reader.action?docID=4698613&ppg=190** ⤷ **(https://ebookcentral.proquest.com/lib/oculocad-ebooks/reader.action?docID=4698613&ppg=190)**

Game(s) of the Week:

Magic the Gathering: Arena. Windows Version, Wizards of the Coast, 2018.

League of Legends. Windows version. Riot Games, 2009.

January 31: Videogame Narrative

Reminder(s): Reading Response 1 is due today before 11:59 pm.

Assigned Readings:

Isbister, Katherine. "Character." *Debugging Game History: A Critical Lexicon*, edited by Henry Lowood and Raiford Guins, MIT Press, 2016. pp. 37-44. **https://ebookcentral.proquest.com/lib/oculocad-ebooks/reader.action?docID=4698613&ppg=58** ⤷ **(https://ebookcentral.proquest.com/lib/oculocad-ebooks/reader.action?docID=4698613&ppg=58)**

Ryan, Marie-Laure. "Narrative." *Debugging Game History: A Critical Lexicon*, edited by Henry Lowood and Raiford Guins, MIT Press, 2016. pp. 335-342. **https://ebookcentral.proquest.com/lib/oculocad-ebooks/reader.action?docID=4698613&ppg=356** ⤷ **(https://ebookcentral.proquest.com/lib/oculocad-ebooks/reader.action?docID=4698613&ppg=356)**

Aranda, Marcel Alejandro. "World Building." *Debugging Game History: A Critical Lexicon*, edited by Henry Lowood and Raiford Guins, MIT Press, 2016. pp. 419-424. **https://ebookcentral.proquest.com/lib/oculocad-ebooks/reader.action?docID=4698613&ppg=440** ⤷ **(https://ebookcentral.proquest.com/lib/oculocad-ebooks/reader.action?docID=4698613&ppg=440)**

Game(s) of the Week:

Fallen London, Browser version, Failbetter Games, 2009.

Disco Elysium, Windows version, ZA/UM, 2019.

February 7: Videogame Aesthetics I

Assigned Readings:

deWinter, Jennifer. "Game Camera." *Debugging Game History: A Critical Lexicon*, edited by Henry Lowood and Raiford Guins, MIT Press, 2016. pp. 177-186. **https://ebookcentral.proquest.com/lib/oculocad-ebooks/reader.action?docID=4698613&ppg=198** ⤵ **(https://ebookcentral.proquest.com/lib/oculocad-ebooks/reader.action?docID=4698613&ppg=198)**

Gaboury, Jacob. "Perspective." *Debugging Game History: A Critical Lexicon*, edited by Henry Lowood and Raiford Guins, MIT Press, 2016. pp. 359-368. **https://ebookcentral.proquest.com/lib/oculocad-ebooks/reader.action?docID=4698613&ppg=380** ⤵ **(https://ebookcentral.proquest.com/lib/oculocad-ebooks/reader.action?docID=4698613&ppg=380)**

Gibbons, William. "Game Audio." *Debugging Game History: A Critical Lexicon*, edited by Henry Lowood and Raiford Guins, MIT Press, 2016. pp. 159-168. **https://ebookcentral.proquest.com/lib/oculocad-ebooks/reader.action?docID=4698613&ppg=180** ⤵ **(https://ebookcentral.proquest.com/lib/oculocad-ebooks/reader.action?docID=4698613&ppg=180)**

Game(s) of the Week:

Umurangi Generation. Nintendo Switch version, Origame Digital, 2020.

Cadence of Hyrule. Nintendo Switch, Nintendo, 2019.

February 14: Videogame Aesthetics II

Reminder(s): The Mid-Term Take Home Exam is due on February 16th (two days after this week's lecture) before 11:59 pm.

Assigned Readings:

Nooney, Laine. "Menu." *Debugging Game History: A Critical Lexicon*, edited by Henry Lowood and Raiford Guins, MIT Press, 2016. pp. 305-312. **https://ebookcentral.proquest.com/lib/oculocad-ebooks/reader.action?docID=4698613&ppg=326** ⤵ **(https://ebookcentral.proquest.com/lib/oculocad-ebooks/reader.action?docID=4698613&ppg=326)**

Sample, Mark. "Code." *Debugging Game History: A Critical Lexicon*, edited by Henry Lowood and Raiford Guins, MIT Press, 2016. pp. 53-62. **https://ebookcentral.proquest.com/lib/oculocad-**

ebooks/reader.action?docID=4698613&ppg=74 ➭
(https://ebookcentral.proquest.com/lib/oculocad-ebooks/reader.action?docID=4698613&ppg=74)

Tobin, Samuel. "Save." *Debugging Game History: A Critical Lexicon*, edited by Henry Lowood and Raiford Guins, MIT Press, 2016. pp. 385-392. https://ebookcentral.proquest.com/lib/oculocad-ebooks/reader.action?docID=4698613&ppg=406 ➭
(https://ebookcentral.proquest.com/lib/oculocad-ebooks/reader.action?docID=4698613&ppg=406)

Game(s) of the Week:

Undertale, Windows version, Toby Fox, 2015.

Quadrilateral Cowboy, Windows version, Blendo Games, 2016.

February 21: No Class — Winter Midterm Break

February 28: Videogame Aesthetics III

Assigned Readings:

Krapp, Peter. "Control." *Debugging Game History: A Critical Lexicon*, edited by Henry Lowood and Raiford Guins, MIT Press, 2016. pp. 73-80. https://ebookcentral.proquest.com/lib/oculocad-ebooks/reader.action?docID=4698613&ppg=94 ➭
(https://ebookcentral.proquest.com/lib/oculocad-ebooks/reader.action?docID=4698613&ppg=94)

Krapp, Peter. "Game Glitch." *Debugging Game History: A Critical Lexicon*, edited by Henry Lowood and Raiford Guins, MIT Press, 2016. pp. 211-220. https://ebookcentral.proquest.com/lib/oculocad-ebooks/reader.action?docID=4698613&ppg=232 ➭ (https://ebookcentral.proquest.com/lib/oculocad-ebooks/reader.action?docID=4698613&ppg=232)

Postigo, Hector. "Modification." *Debugging Game History: A Critical Lexicon*, edited by Henry Lowood and Raiford Guins, MIT Press, 2016. pp. 323-334. https://ebookcentral.proquest.com/lib/oculocad-ebooks/reader.action?docID=4698613&ppg=346 ➭ (https://ebookcentral.proquest.com/lib/oculocad-ebooks/reader.action?docID=4698613&ppg=346)

Game(s) of the Week:

Untitled Game Modifications of Video Game (Quake 1), Browser version, JODI, 1996-2001.

Castlevania: Simon's Destiny, Windows Version (GZDoom total conversion mod), Batandy, 2018-2019.

Kaizo Mario World, Super Nintendo Entertainment System version (ROM hack), T. Takemoto, 2007-2012.

Super Mario Movie, Nintendo Entertainment System version (ROM hack), Cory Arcangel, 2005.

March 7: Videogame History

Reminder(s): Please remember that the last day to withdraw from Fall Term undergraduate courses without academic penalty is today before 11:59 pm.

Assigned Readings:

Montfort, Nick. "Adventure." *Debugging Game History: A Critical Lexicon*, edited by Henry Lowood and Raiford Guins, MIT Press, 2016, pp. 13-20. **https://ebookcentral.proquest.com/lib/oculocad-ebooks/reader.action?docID=4698613&ppg=34** ⤷ **(https://ebookcentral.proquest.com/lib/oculocad-ebooks/reader.action?docID=4698613&ppg=34)**

Swalwell, Melanie. "Classic Gaming." *Debugging Game History: A Critical Lexicon*, edited by Henry Lowood and Raiford Guins, MIT Press, 2016, pp. 45-52. **https://ebookcentral.proquest.com/lib/oculocad-ebooks/reader.action?docID=4698613&ppg=66** ⤷ **(https://ebookcentral.proquest.com/lib/oculocad-ebooks/reader.action?docID=4698613&ppg=66)**

Ippolito, Jon. "Emulation." *Debugging Game History: A Critical Lexicon*, edited by Henry Lowood and Raiford Guins, MIT Press, 2016. pp. 133-142. **https://ebookcentral.proquest.com/lib/oculocad-ebooks/reader.action?docID=4698613&ppg=154** ⤷ **(https://ebookcentral.proquest.com/lib/oculocad-ebooks/reader.action?docID=4698613&ppg=154)**

Game(s) of the Week:

Dune II: Battle for Arrakis. Mega Drive/Genesis version (emulated/playable on Archive.org), Westwood Studios, 1993.

Sweet Home, Famicom version (emulated/playable on Archive.org), Capcom, 1989.

March 14: Videogames and Art

Assigned Readings:

Flanagan, Mary. "Game Art." Debugging *Game History: A Critical Lexicon*, edited by Henry Lowood and Raiford Guins, MIT Press, 2016, pp. 151-158. **https://ebookcentral.proquest.com/lib/oculocad-ebooks/reader.action?docID=4698613&ppg=172** ⤷ **(https://ebookcentral.proquest.com/lib/oculocad-ebooks/reader.action?docID=4698613&ppg=172)**

Flanagan, Mary. "Games as a Medium." Debugging *Game History: A Critical Lexicon*, edited by Henry Lowood and Raiford Guins, MIT Press, 2016, pp. 221-228.

https://ebookcentral.proquest.com/lib/oculocad-ebooks/reader.action?docID=4698613&ppg=242 ⤷ [(https://ebookcentral.proquest.com/lib/oculocad-ebooks/reader.action?docID=4698613&ppg=242)](https://ebookcentral.proquest.com/lib/oculocad-ebooks/reader.action?docID=4698613&ppg=242)

Sharp, John. "Independent Games." *Debugging Game History: A Critical Lexicon*, edited by Henry Lowood and Raiford Guins, MIT Press, 2016, pp. 259-268. https://ebookcentral.proquest.com/lib/oculocad-ebooks/reader.action?docID=4698613&ppg=280 ⤷ [(https://ebookcentral.proquest.com/lib/oculocad-ebooks/reader.action?docID=4698613&ppg=280)](https://ebookcentral.proquest.com/lib/oculocad-ebooks/reader.action?docID=4698613&ppg=280)

Game(s) of the Week:

Immortality, Windows version, Half Mermaid, 2022.

Kid A Mnesia Exhibition, PS5 version, Epic Games, 2021.

March 21: The Player's Body

Reminder(s): Reading Response 2 is due today before 11:59 pm.

Assigned Readings:

Jones, Steve. E. "Controller." *Debugging Game History: A Critical Lexicon*, edited by Henry Lowood and Raiford Guins, MIT Press, 2016, pp. 81-88. https://ebookcentral.proquest.com/lib/oculocad-ebooks/reader.action?docID=4698613&ppg=102 ⤷ [(https://ebookcentral.proquest.com/lib/oculocad-ebooks/reader.action?docID=4698613&ppg=102)](https://ebookcentral.proquest.com/lib/oculocad-ebooks/reader.action?docID=4698613&ppg=102)

Idhe, Don. "Embodiment." *Debugging Game History: A Critical Lexicon*, edited by Henry Lowood and Raiford Guins, MIT Press, 2016, pp. 127-132. https://ebookcentral.proquest.com/lib/oculocad-ebooks/reader.action?docID=4698613&ppg=148 ⤷ [(https://ebookcentral.proquest.com/lib/oculocad-ebooks/reader.action?docID=4698613&ppg=148)](https://ebookcentral.proquest.com/lib/oculocad-ebooks/reader.action?docID=4698613&ppg=148)

Belisle, Brooke. "Immersion." *Debugging Game History: A Critical Lexicon*, edited by Henry Lowood and Raiford Guins, MIT Press, 2016, pp. 247-258. https://ebookcentral.proquest.com/lib/oculocad-ebooks/reader.action?docID=4698613&ppg=268 ⤷ [(https://ebookcentral.proquest.com/lib/oculocad-ebooks/reader.action?docID=4698613&ppg=268)](https://ebookcentral.proquest.com/lib/oculocad-ebooks/reader.action?docID=4698613&ppg=268)

Game(s) of the Week:

Ring Fit Adventure, Nintendo Switch, Nintendo, 2019.

Sea of Thieves, Windows version, Rare, 2018.

March 28: Videogame Culture

Assigned Readings:

Edwards, Kate. "Culturization." *Debugging Game History: A Critical Lexicon*, edited by Henry Lowood and Raiford Guins, MIT Press, 2016, pp. 97-102. **https://ebookcentral.proquest.com/lib/oculocad-ebooks/reader.action?docID=4698613&ppg=118** (https://ebookcentral.proquest.com/lib/oculocad-ebooks/reader.action?docID=4698613&ppg=118)

Kocurek, Carly A. "Identities." Debugging *Game History: A Critical Lexicon*, edited by Henry Lowood and Raiford Guins, MIT Press, 2016, pp. 237-246. **https://ebookcentral.proquest.com/lib/oculocad-ebooks/reader.action?docID=4698613&ppg=258** (https://ebookcentral.proquest.com/lib/oculocad-ebooks/reader.action?docID=4698613&ppg=258)

Reynolds, Renee H., Ken S. McCallister, and Judd Ethan Rugill. "Game Culture." *Debugging Game History: A Critical Lexicon*, edited by Henry Lowood and Raiford Guins, MIT Press, 2016, pp. 187-194. **https://ebookcentral.proquest.com/lib/oculocad-ebooks/reader.action?docID=4698613&ppg=208** (https://ebookcentral.proquest.com/lib/oculocad-ebooks/reader.action?docID=4698613&ppg=208)

Game(s) of the Week:

Genshin Impact, Windows version, miHoYo, 2020.

Overwatch 2, Windows version, Blizzard Entertainment, 2022.

April 4: The Videogame Industry

Reminder(s): The Final Take Home Exam is due on April 6th (two days after this week's lecture) before 11:59 pm.

Assigned Readings:

Lowood, Henry. "Game Engine." *Debugging Game History: A Critical Lexicon*, edited by Henry Lowood and Raiford Guins, MIT Press, 2016. pp. 203-210. **https://ebookcentral.proquest.com/lib/oculocad-ebooks/reader.action?docID=4698613&ppg=224** (https://ebookcentral.proquest.com/lib/oculocad-ebooks/reader.action?docID=4698613&ppg=224)

Purewal, Jas. "Intellectual Property." *Debugging Game History: A Critical Lexicon*, edited by Henry Lowood and Raiford Guins, MIT Press, 2016. pp. 268-278. **https://ebookcentral.proquest.com/lib/oculocad-ebooks/reader.action?docID=4698613&ppg=290** (https://ebookcentral.proquest.com/lib/oculocad-ebooks/reader.action?docID=4698613&ppg=290)

Tekinbas, Katie Salen. "Game Development." *Debugging Game History: A Critical Lexicon*, edited by Henry Lowood and Raiford Guins, MIT Press, 2016, pp. 195-202. **https://ebookcentral.proquest.com/lib/oculocad-ebooks/reader.action? docID=4698613&ppg=216** ⤷ **(https://ebookcentral.proquest.com/lib/oculocad-ebooks/reader.action?docID=4698613&ppg=216)**

Game(s) of the Week:

Fortnite, PS5 version, Epic Games, 2017.

Ooblets, PS5 version, Glumberland, 2022.

Assignments, Critiques and Exams

Name	Due Date	Weight
In-Class Academic Engagement Activities	Before the end of the lecture (weekly)	15.0%
Group Discussion Lead Assignment	Before the end of the lecture (on your assigned week)	5.0%
Reading Response 1	January 31 2023, 11:59 pm	15.0%
Mid-Term Take-Home Exam	February 16 2023, 11:59 pm	25.0%
Reading Response 2	March 21 2023, 11:59 pm	15.0%
Final Take-Home Exam	April 6 2023, 11:59 pm	25.0%

Total: 100.0%

Late Work

To ensure that the course TA and I can effectively provide you with a grade and feedback in a timely manner, all late work will be assessed a penalty of 5% per day, and no late work will be accepted more than 14 days after the initial due date. If you have SAS-approved accommodations or an unexpected, documentable illness or emergency, we can, of course, discuss assignment extensions. If you think you will require an extension, please contact me as soon as possible before the assignment deadline as possible.

Academic Engagement

Your Academic Engagement grade will primarily correspond to a series of in-class writing and discussion activities that will be scheduled at the end of each lecture. Each of these 12 weekly activities will be worth one point out of the 15% that Academic Engagement is worth in this course. These activities will be graded on a pass-fail basis, and if you miss one, there will not be an opportunity to redo it, so it is in your best interest to attend as many classes as possible.

The remaining three 3% of the Academic Engagement grade will be holistically based on my ongoing assessment of your in-class and online engagement with course material via the following activities:

- Responding to optional discussion questions posed during our weekly in-person lectures.
- Responding to optional discussion questions that are posted within the weekly Canvas forums.
- Sharing links to relevant articles, videos, or games in the weekly Canvas discussion forums.
- Scheduling time to speak with me during my weekly office hours.
- Reaching out to me via email or Canvas direct message with questions, comments, or concerns related to the course.

If, for whatever reason, you have a circumstance that makes academic engagement in this class difficult for you, please let me know as soon as possible, and we can discuss individualized alternative forms of assessment.

Style Guide

You are expected to submit your work for this course according to the conventions of the MLA style.

For help with citation and format style, visit the **Purdue Online Writing Lab** ⏎ **(https://owl.english.purdue.edu/owl/section/2/)** .

Grading Breakdown

Numerical grades may be translated into letter grades based upon the following scale:

Exceptional

90–100% A+
Demonstrated an exceptional degree of creative and/or logical thinking, a superior ability to organize, to analyze, and to integrate ideas, thorough knowledge of concepts and/or techniques, and exceptional skill in their application in satisfying the requirements of the course.

Excellent

80–84% = A−
85–89% = A
Demonstrated a high degree of creative and/or logical thinking, a superior ability to organize, to analyze, and to integrate ideas, thorough knowledge of concepts and/or techniques, and a very high degree of skill in their application in satisfying the requirements of a course.

Good

70–73% = B−
74–76% = B
77–79% = B+

Demonstrated a good evidence of creative and/or logical thinking, a good ability to organize, to analyze, and to integrate ideas, knowledge of concepts and/or techniques, and considerable skill in their application in satisfying the requirements of a course.

Satisfactory

60–63% = C−
64–66% = C
67–69% = C+

Demonstrated a satisfactory level of creative and/or logical thinking, a generally adequate grasp of the subject matter, knowledge of concepts and/or techniques and competence in their application in satisfying the requirements of a course.

Poor

50–53% = D−
54–56% = D
57–59% = D+

Demonstrated barely adequate knowledge and ability in creative and/or logical thinking and the application of concepts and/or techniques in satisfying the requirements of a course.

Unsatisfactory

0–49% = F

Failed to meet minimum acceptable command of knowledge and ability in creative and/or logical thinking and the application of concepts and/or techniques in satisfying the requirements of a course; or failure to complete a course; or by sanction as permitted by the university's academic misconduct policy.

Academic Integrity

Academic integrity is a shared responsibility. All members of the OCAD University community are required to abide by the academic misconduct policy, breaches of which are considered a very serious offense. The University is committed to enforcing the policy and all allegations of academic misconduct will therefore be reported and investigated.The most common type of academic misconduct is plagiarism, that is, deliberately misrepresenting someone else's words, ideas or

original visual concepts as your own in written or visual work. Other examples of academic misconduct include misuse of written or visual sources ("unintentional plagiarism"), cheating during an examination or test, collaborating on assignments without permission, and submitting any work for evaluation that has previously been submitted in another course without prior approval. Read the **Academic Misconduct policy (http://www.ocadu.ca/students/student-policies/academic-policies.htm)** to ensure you are well informed.

Student Feedback on Courses

OCAD University is committed to ensuring excellence in teaching and learning. As you approach the end of the course you will be asked to complete an online course evaluation during class time on your laptop or other web-enabled device. Your feedback is valued by faculty and is an important part of on-going efforts to enhance course design and teaching across the university. If you have immediate concerns about the teaching of your course, please bring them to your course instructor or Chair.

University Policies

As a student, you are responsible for being familiar with the academic policies, procedures and guidelines. University policies and procedures are subject to change and are not tied to a specific academic year, unless otherwise noted.

Please see the **Policies & Resources (https://canvascloud.ocadu.ca/courses/sis_course_id:16817/external_tools/80)** page.

Commitment to Sustainability

OCAD University is committed to developing decolonial approaches to sustainability that foster environmental justice through interdisciplinary solutions. To address the climate crisis, you are encouraged to approach your art, design, creative and critical practices with an understanding of the interconnections among environmental, social, economic and cultural activities. You may also consult the OCAD U **Sustainability Policy (https://www.ocadu.ca/sites/default/files/legacy_assets/documents/Sustainability%20Policy.pdf)** which builds on the **United Nations Sustainable Development Goals (UNSDGs)** ⤴ **(https://www.un.org/sustainabledevelopment/sustainable-development-goals/)** in support of ecologically-informed and holistic thinking that cultivates relationships between people, place, and land. Together we can advance global sustainability goals which include, among others: reduced inequalities; good health and well-being; affordable and clean energy; clean water and sanitation; climate action; and responsible consumption and production.

Bibliography and/or Recommended Texts

This bibliography reflects the material used to develop this course. These are not required readings.

Egenfeldt-Nielsen, Simon., et al. *Understanding Video Games: The Essential Introduction*. 2nd ed., Routledge, 2013.

Fernández-Vara, Clara. Introduction to Game Analysis. Second edition., Routledge, 2019.

Mäyrä, Frans. *An Introduction to Games Studies Games in Culture*. SAGE, 2008.
Thomas Payne, Matthew, and Nina B. Huntemann, editors. *How to Play Video Games*, NYU Press, 2019.

Production Materials Fees and Laptop Fees

In applicable courses, production materials fees cover the costs of materials consumed and/or incorporated in the making of student work in the shops and studios. Production materials fees are automatically added to your online fees account at the time of course registration, and are due in full by the first tuition payment deadline in August. Production materials fees are non-refundable after the last day to change courses with a 100% refund, as outlined in the Calendar.

Disclaimer Statement

This course outline may be amended as the course proceeds. The class will be notified and consulted about all changes. In keeping with the Grading Policy, once the course outline has been presented, no change in grade weighting may take place unless there is unanimous consent of all students present. Unless there are exceptional circumstances, notice must be given at a regularly scheduled class meeting previous to the class at which the issue is to be decided

Course Summary:

Date	Details	Due
Tue Jan 31, 2023	📝 **Reading Response #1** (https://canvascloud.ocadu.ca/courses/6187/assignments/59940)	due by 11:59pm
Thu Feb 16, 2023	📝 **Mid-Term Take-Home Exam** (https://canvascloud.ocadu.ca/courses/6187/assignments/59941)	due by 11:59pm
Tue Mar 21, 2023	📝 **Reading Response #2** (https://canvascloud.ocadu.ca/courses/6187/assignments/59942)	due by 11:59pm

Date	Details	Due
Thu Apr 6, 2023	📝 **[Final Take-Home Exam](https://canvascloud.ocadu.ca/courses/6187/assignments/59944)**	due by 11:59pm
	📝 **[Academic Engagement Activities](https://canvascloud.ocadu.ca/courses/6187/assignments/59938)**	
	📝 **[Discussion Lead Assignment](https://canvascloud.ocadu.ca/courses/6187/assignments/59939)**	