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### MART 342.50: Art and Science of Interactive Games

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## **MAR 342:50 - 73457 - Art and Science of Interactive Games**

**Instructor:** Lou Winkler

- [Louey.Winkler@umontana.edu](mailto:Louey.Winkler@umontana.edu) or [l.a.winkler@gmail.com](mailto:l.a.winkler@gmail.com)

Please use the contact form in the 'About' page of the course.

\*I may or may not receive messages if you try to contact me through Moodle.

**TA:** Don Earl

- [Don.Earl@umontana.edu](mailto:Don.Earl@umontana.edu) or [Donald.Earl@gmail.com](mailto:Donald.Earl@gmail.com)

### **Required Materials**

While this course does not require a textbook, you will need the following to successfully complete this course:

- **Decent Internet connection.** . . . seriously, it's an online course!
- **Webcam, cellphone, video camera,** or something that takes decent quality video.
- **YouTube account** - [www.youtube.com](http://www.youtube.com)
- **Steam account** - [www.steampowered.com](http://www.steampowered.com) - Because we'll be playin GAAAMES!!  
Expect to be spending up to **\$100 worth in video games** depending on sale discounts.  
Full game list TBA.
- **Google +** - This is not required but will be used to share information. You will need to contact the instructor with your gmail in order to receive an invitation.

### **Course Overview**

MAR 342:50 Art and Science of Interactive Games is an introduction to technological achievements and the social impacts involved with video games! This course will focus on game development as a practice in game theory.

#### **What does that mean?**

Through the use of YouTube annotations you will be able to prototype an interactive experience utilizing decision based gameplay.

All assignments will be uploaded to YouTube and shared with the class in Moodle.

### **Outcomes**

The challenge of the media arts student is to research these topics with the given

resources. With this in mind, this course has been designed to help each student gain a cohesive understanding of the multiple facets of interactive games.

The basic formula for each assignment will look like this:

1. Research
2. Create Video
3. Post
4. Rate

## **Research / Assignments**

In this course there will be a total of 15 research topics (a detailed description of each can be found in the Assignments area). You will be responsible for researching the assigned topic and writing a maximum two page single space or YouTube video response to the assignment question. Do not cut and paste information from websites. Either way, you will be sharing your research in the forum for your classmates to review. Intellectual property will be considered in the grading process for your assignments. In other words, DO NOT PLAGIARIZE other people's ideas unless expressed by the creator as fair use. Your responsibility is to articulate a clear and concise perspective based on the information. Most assignment(s) are YouTube Video response(s). See Course Calendar for due dates and schedule. Using the posted assignment information including accompanying videos and web links as starting points; research each of the appropriate areas. Bookmark any additional web sites used. You will be responsible for listing all of your sources for each assignment.

All assignments will be shared!

## **Trolling**

**Trolling is encouraged if used properly.** Since you have the availability to post anonymously there might be an opportunity to 'Troll' in the forums.

Since all assignments are shared, you will need to cross reference each others research. If your ideas and research are challenged, **you will be subject to opposition.** This is what I call a **positive reinforcement** of your assignments and everyone will be required to rate each others work!!

Cyber-bullying however will be met with equal opportunity . . . meaning, if you do, be prepared to face the rest of the class.

**However, slander, sexism, racism and prejudice will not be tolerated!** Those who take out liberties for this unique experience will be kicked out of the course for an **instant failure** and subject to the code of conduct of the University.

## **Assignments**

**The assignments page will be met with a password prompt:**

- **fall2014**

There are 15 Assignments in total, submitted on a weekly basis. Each Assignment is worth 10 points for a total of 150 pts.

## **Videos / Web Links**

For each assignment there are videos that give you an overview of the assignment and web links that provide access to a significant amount of information for the topic.

## **Grading Procedure**

A 95-100  
A- 90-94  
B+ 86-89  
B 83-85  
B- 80-82  
C+ 76-79  
C 73-75  
C- 70-72  
D 60-69  
F 0-59

Academic Misconduct and the Student Conduct Code

All students must practice academic honesty. Academic misconduct is subject to an academic penalty by the course instructor and/or disciplinary sanction by the University. All students need to be familiar with the Student Conduct Code. The Code is available online at [http://life.umt.ed/vpsa/student\\_conduct.php](http://life.umt.ed/vpsa/student_conduct.php)