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MART 342.50: Art and Science of Interactive Games

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MAR 342:50 - 36050 - Art and Science of Interactive Games

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Free Version of Course Materials

lab310.com

If you do not need credit for this course, I strongly encourage you visit the site above. Otherwise, read on...

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.

-Video Hosting Account:

- www.youtube.com (Easier, and you can edit your video with GFX)

- www.vimeo.com (More professional, but depending on your file size, you will have to pay-to-upload)

- or somewhere that you can share a link of your video(s) with the class

-Steam account - www.steampowered.com - Because we'll be playin GAAAMES!!

Course Overview

Because this topic is so incredibly vast, the fairest way to present the information will be to allow you to focus on what you want to research.

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 is divided into 4 sections and will begin with the rise in technology and how that developed into the Goliath that it is today. You will share your research with the class primarily via YouTube / Vimeo responses.

You have 2 options to successfully complete this course:

Option 1: Follow the weekly assignments as a linear course. This is topical approach to the content of this course.

Option 2: Focus on 1 of the 4 Sections for the entirety of the Semester (This will be taken into account on a case by case basis.)

***Note: required assignments, regardless of what option you choose, will be marked in**



Section 1: Game History

- "Total Retro" - Focuses on the 60's, 70's, and 80's in America with the rise and fall of video games.
- PC "Revolution" & Home Console "Revival" - Discusses what happened globally during and after the crash of the Gaming Industry
- Online "Phenomenon" & "Physical" Gaming - Focuses on internet connectivity and how that affects gaming with motion sensors and identity recognition.
- Mobile Gaming & "Open Sourced Nations" - Focuses on portable games and how that created a catalyst for mobile and cell phone games. This part will also focus on Open Source management of games and how that affects the gaming lifestyle.

Section 2: Game Theory

Class discussion over Genre, Narrative, Time & Space with specific titles utilizing "The Medium of the Video Game" by Mark P. Wolf.

You will design and create your own video game utilizing either text based or YouTube annotation hotspots. Based on all the elements described and discussed thus far, you will have an opportunity to make an engaging interactive experience that will be shared by all in the forums.

After which you will Play, Review and Critique you classmates games!

Section 3: Game Development

This section will focus on 3 elements primarily driven with the help of Gaming Franchise Titles:

- Graphics & Animation
- Music & Sound

Section 4: Gaming Journalism

- **Part 1** will reflect on what is currently happening with video games.
- **Part 2** will focus on what technologies and social aspects of future gaming.

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.

At the conclusion of this course students should be able to:

- Understand and articulate the roots of video game history and proceed to project the future of integrated technologies.
- Understand and articulate how a video game is made and functions with the knowledge of how that will affect the current state of video gaming culture and sociological evolution.
- Understand the historical relationship between video games and art as it relates to cultural and social impacts.
- Articulate the aesthetic approach of pioneering video game franchise titles.
- Have a basic understanding of the applicable hardware in use today

The basic formula for each assignment will look like this:

1. Research

2. Post
3. Current Events (What did you play this week)
4. Rate

Research / Assignments

In this course there will be a total of 14 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) must be either a Word file or compatible text editing formats or 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

Disclaimer: This course will not be censored. Since you have the availability to post anonymously there might be an opportunity to 'Troll' in the forums. This will be encouraged. 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.

Assignments

*Depending on which option you choose (option 1 linear, option 2 Choose your own adventure), you will have different criteria to complete for that given week.

Introduction:

- #1 - Video response on your personal experience with video games. = 4 pts

Section 1:

- #2 - 1 Page research paper or YouTube video response based on "Total Retro" Timeline research topics. = 10 pts
- #3 - 1 Page research paper or YouTube video response based on PC "Revolution" & Home Console "Revival" Timeline research topics. = 10 pts
- #4 - 1 Page research paper or YouTube video response based on Online "Phenomenon" & "Physical" Gaming Timeline research topics. = 10 pts
- #5 - 1 Page research paper or YouTube video response based on Mobile Gaming & "Open Sourced Nations" Timeline research topics. = 10 pts

Section 2:

- #6 - Pick 3 games and discuss via YouTube how those games utilize the topics discussed. = 10 pts
- #7 - Pick 3 games and discuss via YouTube how those games utilize the topics discussed. = 10 pts
- #8 - Pick 3 games and discuss via YouTube how those games utilize the topics discussed. = 10 pts
- #9 - Design a YouTube video game with annotation hotspots, based on the your research of gaming genres. Play, Review, and Critique your classmates game as a YouTube video vlog. = 10 pts

Section 3:

- #10 - Design an educational and fun game that highlights the use and technology of the "Graphics" or "Animation" topic. You will provide either a text based or YouTube explanation of your game. = 10 pts
- #11 - Design an educational and fun game that highlights the use and technology of the "Music & Sound" topic. You will provide a text based or YouTube explanation of your game. = 10 pts
- #12 - Special Topics - Cultural Tropes

Section 4:

- #13 - YouTube video response focusing on your favorite current video game technology. = 10 pts
- #14 - YouTube video response based on the entirety of this course designed to discuss the future of gaming. = 10 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

Easy Setting

For an 'B' you will need to do the following (This is the max grade you can get for this criteria)

- Pick one Topic in 'Easy' Setting
- Post a Video response in the appropriate forum week.

Medium Setting

For an A (Not Guaranteed) you will need to do the following

- Pick one Topic in Medium Setting
- Respond in the forum for the appropriate week / assignment.
- You are required to rate at least 1 posting previous to yours and the 2 postings after yours (which means you will need to check the forums periodically. If you are the last to post, rate at least 3 previous to yours.)
- Respond to at least 1 posting. Disclaimer: you are encouraged to 'Troll' as anonymous. In order to receive credit for the posting you will need to post as yourself.

Hard Setting

For an A (Guaranteed) you will need to do the following:

- Complete Criteria for Medium setting
- Pick multiple topics in Hard Setting and discuss how they relate to each other

There will be 14 assignment for a total of 140 points based on the following formula:

Points will translate into the following letter grade:

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