

Expectations and Grading

Computer Games Theory and Practice, CCA, Fall 2006

Curriculum

The curriculum is posted on the class web site at <http://www.twcdc.com/games>, and is subject to change. Students are expected to review the curriculum at least once per week.

Attendance

This is an intensive course in the theory and practice of computer games. Attendance and participation in all classes is required, 3 hours per class twice per week. Before embarking on this class, please make sure that you can make this commitment. For example, if you have a class in Oakland prior to this class, please be certain you have enough travel time. Attendance and lateness will be taken into account in the award of grades as follows:

- 4 missed classes = deduction of one grade (e.g. from a B to a C)
- 2 missed classes = deduction of half a grade (e.g. from B+ to a B)
- 8 late attendances = deduction of one grade
- 4 late attendances = deduction of one half grade

A missed class is defined as a no-show without notifying me at least 24 hours in advance with a cast iron excuse, for example a doctor's appointment, or illness. Also, you must make up for the class by preparing a piece of work agreed with me. If you simply miss a class without notifying me, you do not have the opportunity to do a make up.

Lateness is defined as arriving later than 10 minutes after the start of class, unless you have notified me with a cast iron excuse at least 24 hours in advance. Make ups will be required if more than one hour of a class is missed (with prior approval from me).

Critical Approach

We will be playing a lot of games which should be a lot of fun. However, it is important that students adopt a critical view while playing. The whole point of the class is to consider games as cultural products with connections to many areas of our culture, including topics such as economics, politics, violence, narrative, consumerism, hegemony, and gender, to name but a few.

Work Load

Every week there will be a required reading or a research project. In addition, most weeks students are expected to do a short informal presentation (show and tell) on an aspect of game culture from the media, or other source. Responses to the readings, research projects, and a brief summary of the show and tell are to be blogged. There will be a mid-term project based around a computer game of the student's choosing, and a final project, also of the student's choosing.

Blog

Each student will be given a password protected weblog. Students will post all written work to their blog, and upload any project files.

Lab E

All classes are in Lab E. Students are expected to ensure that their personal directory is accessible as z:\ in this Windows lab.

Grade Breakdown

Weekly blogged responses to games, readings, and research	20%
Participation in class discussions / show and tell	20%
Mid-term project	20%
Completion of 3D GameStudio tutorials	20%
Final project	20%

Grades

Grades will be awarded as follows:

A	Excellent	> 80%
B	Good	70 - 79%
C	Satisfactory	60 - 69%
D	Unsatisfactory	50 - 59%
F	Fail	< 50%

+ and - grades, e.g. B+ and B- will be awarded for the top and bottom respectively of the above ranges. A+ will only be awarded for outstanding performance and grading of greater than 90%.