

Computer Games: Theory and Practice – Course UDIST30013 – California College for the Art:

CURRICULUM

SUBJECT TO CHANGE - REVIEW WEEKLY

REVISED

9/22/2007

APPROXIMATE BREAKDOWN: Introduction = 1 class; Game Theory = 1 class; History = 2 classes; Serious games = 2 classes; Military/Entertainment Complex = 4 classes; Mods and subversions = 2 classes; Narrative and film = 4 classes; Programming = 10 classes; Student presentations = 4 classes

	DATE	CLASS THEME	PRESENTATION	PLAY / PROGRAM	DISCUSS	FILM / VIDEO	ASSIGNMENT	ASSIGNMENT DUE
1	Weds 5-Sep	introduction, curriculum, expectations, blog, resources	Andy - personal history of computer games - part I	NA	student goals - fill out questionnaire	NA	read: "Games - The Extensions of Man", Marshall McLuhan. Blog summary. Prepare 15 min presentation on own work	Mon 10-Sep
2	Mon 10-Sep	student work and aims games and culture history of video games	Students present own work - 15 mins each. Andy - personal history of computer games - part II	NA	"Games - The Extensions of Man"	NA	Research Show and Tell item - blog	Weds 12-Sep
3	Weds 12-Sep	Classic arcade games	Andy - the context of classic games, issues in the analysis of computer games	use Multi Arcade Machine Emulator to play Battlefront, Star Wars and other classic arcade games	Andy explains requirements for mid term projects Students present Show and Tell item	Interview with Nolan Bushnell, founder of Atari	read: "Abstraction in the Video Game", Mark J.P. Wolf. Blog summary. Select game for mid term project and blog ideas	Mon 17-Sep
4	Mon 17-Sep	Classic console games	Andy - the context of classic console games and Japanese influence	use Project64 emulator to play Donkey Kong and other classic console games	discuss: "Abstraction in the Video Game" Students present mid term project ideas	NA	Research Show and Tell item - blog	Weds 19-Sep
5	Weds 19-Sep	3D Games history and technology	Andy - the evolution of 3D games	play Half Life 2	Students present Show and Tell item			Mon 24-Sep
6	Mon 24-Sep	3D Games and Game Design	Andy - the evolution of the first person shooter	play Half Life 2		Game Developer's Conference: "The Future of Game Design", Will Wright	Research Show and Tell item - blog (work on mid term project)	Weds 26-Sep
7	Weds 26-Sep	Military/Entertainment Complex	Andy - introduction to war and video games	play America's Army - complete basic training	discuss: issues surrounding military use of video games Students present Show and Tell item	NA	reading from "War and Video Games", Ed Halter. Blog summary. (work on mid term project)	Mon 1-Oct
8	Mon 1-Oct	Military/Entertainment Complex		play America's Army - complete Special Forces training and deploy	discuss: responses to America's Army	NA	For your Show and Tell, research artistic or subversive use of video games. Blog summary of one game.	Weds 3-Oct
9	Weds 3-Oct	Mods/Art/Subversion	Andy - demo games	play Cloud and other games	discuss: mods, art, subversion. Students present results of research on subversive games	watch BBC News segment on politics and computer games		Mon 8-Oct
10	Mon 8-Oct	Serious Games		play A Force More Powerful	Students present results of Serious Games research and ideas for serious games		Research Show and Tell item - blog (work on mid term project)	Weds 10-Oct
11	Weds 10-Oct	Serious Games		play A Force More Powerful	Students present Show and Tell item discuss A Force More Powerful		read: "The Art of Video Game Design", Chris Crowther (work on mid term project.)	Mon 15-Oct

	DATE		CLASS THEME	PRESENTATION	PLAY / PROGRAM	DISCUSS	FILM / VIDEO	ASSIGNMENT	ASSIGNMENT DUE
12	Mon	15-Oct	Narrative and Video Games	Andy - narrative and video games	play Adventure, King's Quest, Zelda, The Indigo Prophecy	discuss "The Art of Video Game Design"	excerpts from "The Lady and the Lake", 1930's	Research Show and Tell item - blog (work on mid term project)	Weds 17-Oct
13	Weds	17-Oct	Narrative and Video Games		play The Indigo Prophecy	Students present Show and Tell item		Work on mid term project	Mon 22-Oct
14	Mon	22-Oct	MID TERM PROJECTS	Students present mid term projects		After each 15 minute presentation, class will discuss for 10 minutes			
15	Weds	24-Oct	MID TERM PROJECTS	Students present mid term projects		After each 15 minute presentation, class will discuss for 10 minutes			
16	Mon	29-Oct	Narrative and Video Games	Requirements for final project	play The Indigo Prophecy			Research Show and Tell Item - blog Blog idea for final project	Weds 31-Nov Weds 7-Nov
17	Weds	31-Oct	3D Game Programming	The mathematics of 3D games. Intro to 3D GameStudio		Students present Show and Tell item		Blog your review of The Indigo Prophecy setting it in the context of historical use of narrative in film and video games.	Mon 5-Nov
18	Mon	5-Nov	3D Game Programming		3D GameStudio Tutorials		Screening of "Tron"	Research Show and Tell item - blog (work on final project)	Weds 7-Nov
19	Weds	7-Nov	3D Game Programming	Students present final project ideas	3D GameStudio Tutorials	Students present Show and Tell item	Video or audio presentation on game development	Reading on game development. Blog summary.	
20	Mon	12-Nov	3D Game Programming		3D GameStudio Tutorials			Research Show and Tell item - blog (work on final project)	Weds 14-Nov
21	Weds	14-Nov	3D Game Programming		3D GameStudio Tutorials	Students present Show and Tell item		Reading on game development. Blog summary.	
22	Mon	19-Nov	3D Game Programming		3D GameStudio Tutorials			Research Show and Tell item - blog (work on final project)	Weds 21-Nov
23	Weds	21-Nov	3D Game Programming		3D GameStudio Tutorials	Students present Show and Tell item	Video or audio presentation on game development	Reading on game development. Blog summary.	
24	Mon	26-Nov	3D Game Programming		3D GameStudio - Work on final project			Research Show and Tell item - blog (work on final project)	Weds 28-Nov
25	Weds	28-Nov	3D Game Programming		3D GameStudio - Work on final project	Students present Show and Tell item		Work on final projects	
26	Mon	3-Dec	3D Game Programming		3D GameStudio - Work on final project			Work on final projects	Weds 5-Dec
27	Weds	5-Dec	3D Game Programming		3D GameStudio - Work on fina project	Students present Show and Tell item		Work on final projects	
28	Mon	10-Dec	FINAL PROJECTS						
29	Weds	12-Dec	FINAL PROJECTS						