CMOS17-AD Style Guide Cheat Sheet

Most important resources:

Samples https://www.chicagomanualofstyle.org/tools_citationguide/citation-guide-2.html

Sample Paper https://owl.purdue.edu/owl/research_and_citation/chicago_manual_17th_edition/cmos_formatting_and_style_guide/cmos_author_date_sample_paper.html

What are references?

When writing a paper, scientific text, or general homework for the GSE, you will need to reference the works you base your own work on. This includes videogames. At our department, we use Chicago Manual of Style 2017 Author Date style (CMOS17-AD for short)!

In general, you will have an in-text reference the first time you mention or talk about a text, which consists of author(s) and date in parentheses (for example: "… such as the videogame *Dark Souls* (FromSoftware 2011).") and then have a full reference at the end of the text, usually within a section called List of Sources and References or similar (for example: FromSoftware. 2011. *Dark Souls*. Tokyo: Bandai Namco Entertainment.).

The way these full references are formatted depends on what kind of format we use, and in this short guide, we will take a look how to format for CMOS17-AD. Note that titles of works, including games and books, are always written in cursive, both in the text and as references. Remember, the line between proper scientific work and plagiarism, is oftentimes just crediting your sources properly!

What fundamentally differentiates videogames from traditional, linear media and narratives is interactivity.   Plagiarism!

"What fundamentally differentiates videogames from traditional, linear media and narratives is interactivity (Schallegger 2017, 17). "   OK!

General procedure:

Cite in-text when quoting literally (with quotation marks), paraphrased (without quotation marks), or as evidence (after your argument) and include a page number when appropriate!

"Games are composed of MECHANICS, which define how the game works (Sylvester 2013, 26)."

direct/literal quote

Sylvester describes how games are composed of mechanics (Sylvester 2013, 26).

paraphrased quote

Some scholars argue that mechanics define how games work (see Sylvester 2013).

used as evidence

At the end of your work, list all the sources and references you used in a comprehensive list. Entries must be formatted according to CMOS17-AD, and in alphabetical order based on first authors. For multiple authors, list all of them in the order given, and use et al. ("and others") for in-text citations with more than three authors. Videogames are quoted similarly to books, by including place and publisher. Note that the format might vary according to the type of source you are using. Check the link given for sample citation above for more information. Here are the basic citation formats for the types of sources that are used most often:

Salen, Katie and Eric Zimmerman. 2003. *Rules of play: Game design fundamentals*. Cambridge: MIT press.

Sylvester, Tynan. 2013. *Designing games: A guide to engineering experiences*. Sebastobol: O'Reilly Media, Inc.

Books

Supergiant Games. 2020. *Hades*. San Francisco: Supergiant Games.

FromSoftware. 2011. *Dark Souls*. Tokyo: Bandai Namco Entertainment.

Videogames

Gorden, Rachel. 2022. "Papers, Please as an Ethical Learning Experience in the Context of Citizenship." *Play/Write Student Journal* 2: 14-18.

Pohjola, Mike. 2004. "Autonomous identities." *The Foundation Stone of Nordic Larp*: 113.

Journal articles/papers

Xue, Su, Meng Wu, John Kolen, Navid Aghdaie, and Kazi A. Zaman. 2017. "Dynamic diffi-culty adjustment for maximized engagement in digital games." *Proceedings of the 26th Inter-national Conference on World Wide Web Companion*: 465-471.

In-text citation: (Xue et al. 2017)

Conference proceedings

Game Maker's Toolkit. 2015. "Redesigning Death." *Game Maker's Toolkit on YouTube*. Accessed on December 1, 2021. https://www.youtube.com/watch?v=6WyalnKQIpg.

YouTube videos

Jiang, Sisi. 2022. "Fox News Is Already Using 'Violent' Video Games as Scapegoat for Mass Shooting." *Kotaku Australia*, May 17, 2022. Accessed August 4, 2022. https://www.kotaku.com.au/2022/05/fox-news-is-already-using-violent-video-games-as-scapegoat-for-mass-shooting/

Website articles

Unity Documentation. 2021. "WebGL browser compatibility." *Unity Documentation, Version 2021.3*. Accessed August 22, 2022. https://docs.unity3d.com/Manual/webgl-browsercompatibility.html

Other website contents

When in doubt, search on Google Scholar for the work and use the Chicago style as basis:

sylvester 2013 designing games

[BOOK] **Designing games**: A guide to engineering experiences
T **Sylvester** - **2013** - books.google.com
Ready to give your design skills a real boost? This eye-opening book helps you explore the design structure behind most of today's hit video games. You'll learn principles and practices for crafting games that generate emotionally charged experiences—a combination of elegant game mechanics, compelling fiction, and pace that fully immerses players. In clear and approachable prose, design pro Tynan Sylvester also looks at the day-to-day process necessary to keep your project on track, including how to work with a team, and how to avoid
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Cite

MLA	Sylvester, Tynan. *Designing games: A guide to engineering experiences.* " O'Reilly Media, Inc.", 2013.
APA	Sylvester, T. (2013). *Designing games: A guide to engineering experiences.* " O'Reilly Media, Inc.".
Chicago	Sylvester, Tynan. *Designing games: A guide to engineering experiences.* " O'Reilly Media, Inc.", 2013.
Harvard	Sylvester, T., 2013. *Designing games: A guide to engineering experiences.* " O'Reilly Media, Inc.".
Vancouver	Sylvester T. Designing games: A guide to engineering experiences. " O'Reilly Media, Inc."; 2013 Feb 15.

BibTeX　EndNote　RefMan　RefWorks

Copy-paste the Chicago style citation. Put the year number directly after the author and adjust other elements (quotation marks, page numbers, etc.)

For videogames, look up their entry on Wikipedia, etc (fact-check the information!) to find the year, developer, publisher, and place of publication (=headquarters of publisher)!

Dark Souls

Cover art used in Western regions

Developer(s)	FromSoftware
Publisher(s)	Namco Bandai Games
	JP: FromSoftware
Director(s)	Hidetaka Miyazaki
Producer(s)	Hidetaka Miyazaki
	Daisuke Uchiyama
	Kei Hirono
Programmer(s)	Jun Ito
Artist(s)	Makoto Sato
Writer(s)	Hidetaka Miyazaki
Composer(s)	Motoi Sakuraba
Series	*Souls*
Platform(s)	PlayStation 3
	Xbox 360
	Microsoft Windows
	PlayStation 4
	Xbox One
	Nintendo Switch
Release	September 22, [show]
	2011
Genre(s)	Action role-playing
Mode(s)	Single-player, multiplayer

Format is:
Developer. Year. *Game Title*. Place of Publication: Publisher.

You can usually find all of this information online, if not, write "unknown" or "n.d." (= no date)

Bandai Namco Entertainment Inc.

Entertainment

Headquarters in Tokyo, Japan

name	株式会社バンダイナムコエンターテインメント
Romanized name	Kabushiki gaisha Bandai Namuko Entāteinmento
Formerly	Namco Bandai Games Inc. (2006–2014)
	Bandai Namco Games Inc. (2014–2015)
Type	Subsidiary
Industry	Video games
Predecessor	Namco
Founded	31 March 2006; 15 years ago[1][2]
Headquarters	Minato, Tokyo, Japan
Area served	Worldwide