

Session 01- Diablo III

	In Class	Homework
Day 01	Discussion of "the Story of Diablo" (Chapter 1-4) Group presentation on the summary of the reading and sharing discussion with questions Discussion on the chapters concerning historical and cultural quotations	Reading materials(Chapter 5-8) https://us.battle.net/d3/en/game/the-story-of-diablo/?page=45 Constructing Characters
Day 02	Discussion of "the Story of Diablo" (Chapter 5-8) Group presentation on the summary of the reading and sharing discussion with questions Discussion on the characters/ historical and cultural background of each character	Playing the game through Act 1-2 Summarize the game experience based on "the Story of Diablo"
Day 03	Discussion on Act 1-2 Discussion on the game with various issues.	Playing the game through Act 3-5 Summarize the game experience based on "the Story of Diablo"
Day 04	Discussion on Act 3-5 Mini-essay presentations Culminating some conclusions of the session	Reading materials(For the next session)

Mini-essay guidelines

1) Based on one of your game experiences, you are going to summarize it and compose a brief synopsis.

It must contain a certain plot(s), and you don't copy the master plot provided by Blizzard Entertainment.

2) Make a brief remark or criticism on your synopsis.

Examples- A historical, cultural, political, sociological, or philosophical interpretation; A criticism on various issues, such as an anachronism, racism, chauvinism, sexuality, violence, etc.

Assignments (will be Graded)

Students will post response(s) weekly to assigned reading and other homeworks via designated online blog.

Students will compose a mini-essay at the end of every session.

Students will have at least one individual presentation on the mini-essay, and one group presentation on summary and discussion questions.

The Midterm and the Final exam are substituted by mini-essays.

Course Objectives

1 - Enhance an ability to interpret digital contents into literary contents

2 - Understand the forms, narratives, images, and sounds in digital contents.

3 - Acquire some skills to apply digital contents to various social issues.

4 - Acquire holistic understanding about the Digital Humanities through digital contents.