

DigiPen Institute of Technology

Game History

GAT110 (Fall 2012)

Instructor: Richard Rowan

Prerequisites: None

Class Web Page: <https://distance.digipen.edu/2013-fall/course/view.php?id=171>

Schedule: Monday and Wednesday, 5:30pm – 7:20pm

Classroom: PLATO

Office Hours: Wednesday 7:30pm – 9:30pm by appointment

Contact: rrowan@digipen.edu

Description

This course covers the history of games of all types from the very first games of ancient civilizations, to traditional tabletop games, to classic video games, to modern social and mobile games. Topics may include how the core mechanics of even the oldest games are still present in video games today, how games can be categorized by their core mechanics, and the evolution of game genres over time. Students will be required to play, analyze, and modify a wide variety of games as the primary coursework of this class.

Course Objectives and Learning Outcomes

In this course, students will:

1. Learn the basics of game origin in human societies.
2. Study the roots of modern games by examining their historical counterparts, with an emphasis on how these early games apply to today's game designs.
3. Build compositional skills by writing detailed analysis papers on the games studied in the course.
4. Develop game analysis skills by keeping a design journal to analyze games and design concepts.
5. Gain a basic understanding of playtesting by modifying known games and testing the results.
6. Understand the impact of technology on game development and design.
7. Understand the growth and change in game design from a societal and historical view.
8. Understand the evolution of new genres based on technology and society.

Reading Materials

"Board and Table Games from Many Civilizations" by R.C. Bell
(ISBN: 9780486238555)

"Replay: The History of Video Games" by Tristan Donovan
(ISBN: 9780956507204)

"The Book of Games: Strategy, Tactics & History" by Jack Botermans
(ISBN: 9781402742217)

"The Game Makers: The Story of Parker Brothers, from Tiddledy Winks to Trivial Pursuit" by Philip E. Orbanes
(ISBN: 9781591392699)

Last Day to Withdraw

In order to withdraw from a course it is not sufficient simply to stop attending class or to inform the instructor. In accordance with the policy, contact your advisor or the registrar to begin the withdrawal process. The last day for withdrawal from this course is cited in the official catalog.

Academic Integrity Policy

Cheating, or academic dishonesty in any form, will not be tolerated in this course. Penalties for cheating may include receiving a zero on an assignment, or a failing grade in the course, or even expulsion from DigiPen. For further details, please consult the *DigiPen Academic Integrity Policy*.

Disabled Student Services

Students with physical, psychological or learning disabilities that affect their ability to perform major life activities associated with this class may be eligible for reasonable accommodations under the *Americans with Disabilities Act*. If you have a documented disability please contact the Disability Support Services office to arrange for accommodations.

Mechanisms and Procedures

Attendance

You are expected to attend class and attendance will be tracked. Every unexcused absence past the first will result in a -5% penalty to your final grade in the class. To gain an excused absence, you **MUST** contact your instructor. You must sign the attendance sheet in order to be counted as present. You will also be considered absent if you are more than 15 minutes late to class.

Class Behavior

In class, the following rules apply:

- 1) No electronics on in class. This includes laptops, school computers, PDAs, cell phones, etc.
- 2) No private discussions or talking during lecture.
- 3) No eating in class.
- 4) No sleeping in class.

Professionalism

All students in this class are expected to behave in a professional manner in their interactions with all students, faculty, and staff. This includes personal conduct in class, verbal discussions, and emails. Rude or otherwise unprofessional conduct will result in a penalty of up to 10% on the student's final grade in the class, or more in extreme cases or in cases involving more than a single incident, at the sole discretion of the instructor. Exceptionally professional conduct, above and beyond what is normally expected, can result in a bonus of up to 5%, also at the sole discretion of the instructor. More than any other role in the game industry, a designer's reputation for professional conduct is critical to their career, so you must start building that reputation now.

Late Policy

All assignments are expected to be turned in on time. Each day they are late is a -10% grade penalty. Tests cannot be made up if they are missed, except with prior permission in extreme circumstances.

Grading Policy

The grades for this class are based on the weighted average of the assigned papers, midterm, and final exam (in addition to any modifiers for attendance, professionalism, journaling, etc.). **Failing to turn in papers will most likely result in failing the class.** This class also requires you to submit a design journal at least once a week; you must maintain two design journals so that you have one in your possession at all times while the other is being graded. The standard grade is 0% per week, but if you fail to submit or complete your journal, it will be scored as a penalty of **-1%/week** to your final grade. High quality journaling may score up to 5% extra credit toward your final grade, at the sole discretion of the instructor. Quizzes in this class are take-home and ungraded – they are strictly a study guide for you toward the midterm and final.

Paper #1	10%
Paper #2	15%
Paper #3	15%
Paper #4	20%
Midterm	20%
Final	20%
Design Journal	-1%/wk
Take-Home Quizzes	0%

Class Schedule (subject to change)

Week	Lecture 1 (Mon)	Lecture 2 (Weds)	Reading Assignment	Assignments
1 9/2-9/6	LABOR DAY NO CLASS	<u>Class Orientation</u> <ul style="list-style-type: none"> Class Rules Evolution of Games Origins of Games Games Defined 	Evolution of Games Handout	Design Journal Quiz 1
2 9/9-9/13	<u>Game Analysis & Papers</u> <ul style="list-style-type: none"> Game Families Analysis Model Designer Tools of the Trade GAT 110 Papers Paper 1 Assigned	<u>Dice Games</u> <ul style="list-style-type: none"> Origins Forms Probability Dice Games Week 1 Journal Due	“Board and Table Games From Many Civilizations” – Book 1: Introduction, Book 1 & 2: Chapters 1 & 5 <hr/> “The Book of Games” Dice Games, Pachisi, Backgammon, Goose, Nardshir, Senat	Design Journal Paper 1 Assigned Quiz 2 & 3
3 9/16-9/20	<u>Race Games</u> <ul style="list-style-type: none"> Spiral Race Games Table Group Cross & Circle Games Peg Scoring Games 	<u>Early War Games</u> <ul style="list-style-type: none"> Chess Alquerque Group Draughts Group Tafl Group Week 2 Journal Due	“Board and Table Games From Many Civilizations” – Book 1 & 2: Chap. 2 & 3 <hr/> “The Book of Games” Royal Game of Ur, Snakes & Ladders, Jungle, Shogi <hr/> Sep 16 – Last day to withdraw without academic penalty	Design Journal Quiz 4 & 5
4 9/23-9/27	<u>Position, Mancala, & Pattern Games</u> <ul style="list-style-type: none"> Go Group Morris Group Mancala Family Pattern Matching Games 	<u>Domino & Dexterity Games</u> <ul style="list-style-type: none"> Origins of Dominoes Domino Games Dexterity Games Parlor Games Paper 1 Due/Paper 2 Assigned Week 3 Journal Due	“Board and Table Games From Many Civilizations” – Book 1 & 2: Chap. 4 & 6 <hr/> “The Book of Games” Go, Mancala, Tangram <hr/> “Replay: The History of Video Games” Chapters 16	Design Journal Paper 1 Due Paper 2 Assigned Quiz 6 & 7
5 9/30-10/4	<u>Card Games</u> <ul style="list-style-type: none"> Origins of Playing Cards Playing Card Games Trading Card Games Deck Building Games 	<u>Carnival/Machine Games</u> <ul style="list-style-type: none"> Carnival Games Circuses Pinball Gambling Machines Week 4 Journal Due	“Board and Table Games From Many Civilizations” – Book 2: Chapters 7-9 “The Game Makers” Chapters 1-2	Design Journal Quiz 8 & 9
6 10/7-10/11	<u>War Games/Miniatures</u> <ul style="list-style-type: none"> Origins of War Games Tactical War Games Miniatures Games Rise of Roleplaying 	<u>Golden Age of Board Games</u> <ul style="list-style-type: none"> Early American Games Milton Bradley Parker Brothers Selchow & Righter Paper 2 Due/Paper 3 Assigned Week 5 Journal Due	“The Game Makers” Chapters 3-7	Design Journal Paper 2 Due Paper 3 Assigned Quiz 10, 11, & 12
7 10/14-10/18	<u>Modern Hobby Games</u> <ul style="list-style-type: none"> Hobby Game Companies Roleplaying Games Mid-Term Review	MID-TERM Week 6 Journal Due		Design Journal
8 10/21-10/25	<u>Modern Board Games</u> <ul style="list-style-type: none"> American Toy Market Euro Games Spiel des Jahres Award Euro Game Companies 	<u>Early Adventure Games</u> <ul style="list-style-type: none"> Early Text Adventures Commercial Text Adventures Graphic Adventures Week 7 Journal Due	“Replay: The History of Video Games” Chapters 1-3, 23	Design Journal Quiz 13 & 14
9 10/28-11/1	<u>Online Adventure Games</u> <ul style="list-style-type: none"> MUDs Rogue-like Games BBS Door Games MMOs 	<u>Arcades & Early Consoles</u> <ul style="list-style-type: none"> Early Computer Games Video Arcade Games 1st & 2nd Gen Consoles Video Game Crash of 1983 Paper 3 Due/Paper 4 Assigned Week 8 Journal Due	“Replay: The History of Video Games” Chapters 4-8	Design Journal Paper 3 Due Paper 4 Assigned Quiz 15 & 16

10 11/4-11/8	<u>Modern Consoles</u> <ul style="list-style-type: none"> • 3rd-7th Gen Consoles • Platformers 	<u>Simulations</u> <ul style="list-style-type: none"> • Flight Sims • Tycoon Games • Sports Games Week 9 Journal Due	“Replay: The History of Video Games” Chapters 9-13	Design Journal Quiz 17 & 18
11 11/11-11/15	VETERANS DAY NO CLASS	<u>Racing, Sandbox, God, & Strategy Games</u> <ul style="list-style-type: none"> • Racing Games • God Games • Sandbox Games • Strategy Games Week 10 Journal Due	“Replay: The History of Video Games” Chapters 14-15, 17, 19, 27	Design Journal Quiz 19
12 11/18-11/22	<u>Storytelling & RPGs</u> <ul style="list-style-type: none"> • Origins of Storytelling • Story Structures • Digital RPGs 	<u>Modern Dexterity Games</u> <ul style="list-style-type: none"> • Fighting Games • First-Person Shooters • Rhythm Games Week 11 Journal Due/Paper 4 Due	“Replay: The History of Video Games” Chapters 18, 20-22	Design Journal Paper 4 Due Quiz 20 & 21
13 11/25-11/29	<u>Social & Mobile Games</u> <ul style="list-style-type: none"> • Handheld Games • Facebook Games • Mobile Games • App Stores • Freemium Model 	THANKSGIVING NO CLASS Week 12 Journal Due	“Replay: The History of Video Games” Chapters 24-26, 28	Design Journal Quiz 22
14 12/2-12/6	TBD	<u>Final Exam Review</u> Week 13 Journal Due	Review all previous material for final exam.	
15 12/9-12/13	FINAL EXAM WEEK			