1.1 Contemporary Issues in Games Design & Art

Introduction

Aims

- to introduce you to the ways in which contemporary contexts and theories inform games design and art practice
- to introduce the ways in which games artists and games designers engage with ideas
- to encourage you to explore your own work through critical reflection on the debates and practices of game design and art and see the applicability of these to your own work

The Contemporary Issues module has been designed to facilitate your development of skills necessary for the critical development of well-informed contemporary games design and art.
We will explore how practice is informed by context and theory. In the weekly sessions, we will look critically at the contemporary world of games and gaming and examine this with relevant related texts. We will discuss major concepts and key positions and evaluate the relevance and significance of differing perspectives in the world within and outside the creative industries. Through this work we will encourage you to explore practically how the current developments in the games can inform your own programme-specific work.

Watch

Curtis, A., the Century of the Self.
Parts 1 - 4
- https://vimeo.com/85948693
- https://vimeo.com/album/3131630/video/75779119
- https://vimeo.com/album/3111916/video/10245146
- https://vimeo.com/album/3111916/video/75784765

Read

- https://medium.com/matter/welcome-to-the-new-york-review-of-video-games-dad14c9d6c8d

Task

You will be asked to write a 2000 word illustrated essay in response to a research question related to a contemporary issue within games. The lecture series outlines each week will provide example research questions that could form the basis for your topic, however the submission can include a topic that is outside the lecture series so long as your research question is deemed suitable.

On the 16th of March for formative feedback you will be schedules a one to one tutorial where you must bring your research question, topic summary and an annotated bibliography.

Suggestions for preparatory/background reading

- Bissel, T. (2011) Extra Lives: Why Video Games Matter. London: Vintage.

- Chatfield, T. (2011) Fun Inc.: Why Games are the 21st Century's Most Serious Business. London: Virgin Books.

- Donavan, T. (2010) Replay: The History of Video Games. London: Yellow Ant.

- Games and Culture, a peer-reviewed and published quarterly from Sage, is an international journal that promotes innovative theoretical and empirical research about games and culture within interactive media.

- Jenish, J. (2008) The Art of the Video Game. New York: Quirk Books.

- Kirkpatrick, G. (2011) Aesthetic Theory and the Video Game. Manchester: MUP.

- McGonigal, J. (2012) Reality is Broken: Why Games Make Us Better and How They Can Change the World. London: Vintage

- Melissinos, C. (2012) The Art of Video Games: From Pac-Man to Mass Effect. London: Welcome Enterprises.

- Bittanti, M and Quaranta, D (2006) GameScenes: Art in the Age of Videogames. John and Levi: London.

- Rush, M (2005) New Media in Art. Thames and Hudson: London.

- Schell, J. (2008) The Art of Game Design: A Book of Lenses. London: CRC.

- Solarski, C. (2012) Drawing Basics and Video Game Art. London: Watson.

- Tavinor, G. (2009) The Art of Videogames. Oxford: Wiley-Blackwell.

- The International Journal of Gaming and Computer-Mediated Simulations (IJGCMS) is a peer-reviewed, international journal from IGI Global devoted to the theoretical and empirical understanding of electronic games and computer-mediated simulations.

Assessment evidence

- A minimum of a 2000 word illustrated essay on a particular contemporary issue in Games Design and Art.

Learning Outcomes

Please refer to the module description on sussed for full details on this module.

Knowledge and understanding

Having successfully completed the module, you will be able to
demonstrate knowledge and understanding of:
- The games environment within the Creative Industries sector
- major concepts related to current debates in games design and art
- some of the contemporary games artists and or designers relevant to your work and area of study
- how to critically reflect on and inform your own games design and art practices

Cognitive (thinking) skills

Having successfully completed the module, you will be able to:
- evaluate different perspectives on relationships between contexts, theories and practices to games design and art.
- critically assess contemporary issues in games design and art develop and sustain an argument

Key transferable skills

Having successfully completed the module, you will be able to:

- develop an argument using a clear, coherent structure; verbally and in written form
- apply some key principles of time management
- present and communicate an argument

Aside

Assessment

Hand in of you completed deadline is submission online via Blackboard Turnitin by 4pm on the 30th of April 2015.

Tutors

Adam Procter, Andy Lapham, James Stallwood.

Programme Administrator

Emma Cutler

Health & Safety

http://wsa.wikidot.com/healthandsafety/

It is the duty of all students to work in a safe & healthy manner and to have a duty of care unto yourself and others. Please ensure that you are aware of the relevant health and safety requirements for all activities that you undertake during your study. In particular you must refer to Studio & Workshop codes of practice, attend all mandatory & relevant training and refer to the traffic light system for equipment use. Please check with your academic staff if you are required to complete a project proposal from and/or specific risk assessment.