

# Art 25

Elijah Hantman

# Games as Art and Activism

## Intro

Instructor: Patrick Michael Ballard  
Office Hours: 3-5pm Mondays  
Office Hours: J113  
Email: paballar@ucsc.edu

Section Hours: Fri 12pm-1:05pm  
Location: DARC 230  
TA: Samishka Ramakant  
Email: svarpe@ucsc.edu

## Grading

- Participation 30%
  - Attendance
  - Group Work
- Readings + Responses 20%
  - Weekly assignment
  - Graded based on how well the prompt is addressed
- Actions 20%
  - Group work
  - Presentations
  - Graded based on clarity, presentation, and creativity
- Final Action 20%
  - Student designed play experience
- Final Reflection%
  - 2 page reflection on the Game Activism Project
  - Graded on clear writing and substantive analysis

## Policies

- Absence  
Reach out as soon as possible
- Late Policy  
10% deduction for each day late after 5 days the assignment cannot be turned in.
- AI  
Don't
- Inclusive Play  
Don't be a dick.  
Avoid belligerence  
Share concerns
- Safety  
Small risk of injury, be careful and be thoughtful of Others.