Contact steve for extensions

Assignments:

* week 1-5: annotated biliography each week due week 5  
  annotated bibliography 100 words discussing the material’s main thesis, its merit as a concept, and finally offer an applied example of the student’s own
* ALWAYS provide a reference whenever you include information from other
* sources in your work. Harvard or APA referencing is accepted
* citation tips on Week 1.1.pptx
* teach back assignment:  
  Choose the game studies approach you like the best from  
  this semester and design an innovative essay introducing  
  it to your fellow students in the form of a 10-minute  
  design (ca. 1000 words). How would you teach the  
  critical/cultural study of videogames to someone who has  
  no experience thinking about games in this way.  
  • You may 1) create a Let’s Play video essay\*; 2) an  
  automated Prezi essay; 3) a PowerPoint or Keynote essay  
  with voiceover.  
  • Regardless of your design, you need to demonstrate not  
  just your command of the theoretical approach and a  
  project idea to teach it, but also your ability to  
  communicate in a well-organised, analytical, and creative  
  capacity. The marking guide is available on Canvas in the  
  assignment tab.
* game design and pitch document:

Johan Huizinga:

Magic circle is an idea that when we play, we enter a domain separate from reality; we enter our own world. Outside influence doesn’t affect the in-game realm. How do we make/sustain a magic circle? That’s what Ruggill & McAllister looked at. They said games are inherently work and have no appeal. Devs use special techniques to demand immersion and interaction. Insistent mechanisms demand us to abandon our own personal subjectivities and take on that of the player (like mario or a hollow knight).

Theres three ways where we find insistent mechanisms:

* design (location markers, “go here!”, “Remember this!”)
* advertising (they use second person like “you”; you ARE the character. Actors apart of cast like Keanu reeves in cyberpunk. They insist on particular consumer habits)
* lobbying (showing games to be advantageous or beneficial)

(also called design, advertising, and lobbying *invocations*)

Huizinga says the characteristics of play is (and some contradictions for):

* Extraordinary/separable (different from everyday life): what separates work from play?
* absorbing (immerses you): can u play as a sub/semi-conscious state like a background occupation to coincide with whatever activity currently prevails?
* not interested in profit: blah blah
* Bounded (has its own time and space): what about vr where real life obstructions exist? What about the game where you lose once made aware
* Voluntary: what about jigsaw’s threats to play his game? What about “the game” again?
* demands you adhere to restrictions and rules (obedience): if we break the rules are we still playing? What if I hack in an online game? What about offline? I’d say im still playing but since its under different rules, im playing a separate game from peers
* promotes the forming of groups (subcultures; memes, etiquette, etc):

“Complete annotated bibliography by March 5th” on last slide of the docx is FALSE

Do readings for week 1 if you  
haven’t already.  
• Do the readings for week 2:  
“Fifa/Magic Circle” by Conway  
and “Game: the extension of  
man” by McLuhan.