

Eugenio María de Hostos Community College - Humanities Dept.

Game Design 111

History of Games and Play

Syllabus

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GD111 History of Games and Play

Basic Course Game Design 111: History of Games and Play
Info 3.0 credit hours

Class Section GD111-[Section ID] [Course number]
[Meeting day/time]

Instructor [Name]
[Contact Information]
[Office/Hours]

Course Description Humans have been playing games since prehistory. This course critically examines the many forms those games have taken—from Backgammon to Super Mario Bros. to Dungeons & Dragons to Fortnite. Students will build an understanding of where modern games come from, how they influence our culture at large, and where they may be headed.

Prerequisites ENG110 - Expository Writing

Course Objectives

- Understanding of the history of games and how it lead to contemporary games
- Understanding of the breadth of game genres around the globe and the ways in which they intersect
- Develop a common language and frame of reference for game design
- The ability to speak and write about games clearly and confidently

Required Textbooks *Replay: The History of Video Games*, by Tristan Donovan
The Ultimate History of Video Games, by Steven L. Kent

Assignments This is a writing course involving a combination of lectures, assigned readings and games, and discussions. Staying on top of the reading and game assignments is essential in order to be informed and make contributions during in-class discussions and activities. These readings will reference and introduce concepts and vocabulary that may at times be unfamiliar and so require students to do independent research. This will be expected.

**Grade
Breakdown**

Assignment	Description	Grade Pct
Informal Writing Assignments (IW)	A short reaction paper of one to two pages. The primary purpose of these reaction papers is to assist students in gathering their thoughts for in-class discussion.	25%
Formal Writing Assignment 1: Game Critique	Students will choose one of several notable games from a list, play them, and then write a critical interpretation analyzing the game in terms of its cultural impact, place within the evolution of its genre, mechanical innovations and legacy, or implicit message.	20%
Formal Writing Assignment 2: Game Exhibition Proposal	Students will play the role of a curator, defining their own subgenre, describing the qualities that define it, collecting the key games that define its evolution, and defending their reasoning in grouping these games together.	20%
Research Proposal	5-minute formal presentation on the research topic	5%
Formal Writing Assignment 3: Genre Study	Students will select genres of games and then research their histories, identifying defining games, mechanics, and moments that have brought those genres to where they are today. This research will culminate in a 5-minute presentation to the rest of class on the final day of the semester.	20%
Participation	This portion is based on in-class participation. Every student begins the term with 10 participation points. On-time attendance is expected for each of the 15 class sessions.	10%
Total		100%

Hostos-wide Academic Policies

Hostos Community College believes that developing student's abilities to think through issues and problems by themselves is central to the educational process. Since the Hostos College degree signifies that the student knows the material s/he has studied, and the practice of academic dishonesty results in grades or scores that do not reflect how much or how well the student has learned, understood, or mastered the material, the College will investigate any form of academic dishonesty brought to its attention. If the charge of academic dishonesty is proved, the College will impose sanctions. The three most common forms of academic dishonesty are cheating, plagiarism, and bribery.

Cheating In the collegiate setting, cheating is defined as the purposeful misrepresentation of another's work as one's own. Faculty and students alike are responsible for upholding the integrity of this institution by not participating either directly or indirectly in act of cheating and by discouraging others from doing so.

Plagiarism Plagiarism is a form of cheating which occurs when persons, even if unintentionally, fail to acknowledge appropriately the sources for the ideas, language, concepts, inventions, etc. referred to in their own work. Thus, any attempt to claim another's intellectual or artistic work as one's own constitutes an act of plagiarism.

Bribery In the collegiate setting, bribery involves the offering, promising, or giving of items of value, such as money or gifts, to a person in a position of authority, such as a teacher, administrator, or staff member, so as to influence his/her judgment or conduct in favor of the student. The offering of sexual favors in exchange for a grade, test score, or other academic favor, shall be considered attempted bribery. The matter of sexual favors, either requested or offered, in exchange for a grade, test score or other academic favor, shall also be handled as per the Sexual Harassment procedures of the College.

College Attendance Policy

Students are expected to attend all class meetings in the courses for which they are registered. Classes begin at the times indicated in the official schedule of classes. Arrival in class after the scheduled starting time constitutes lateness.

The maximum number of absences is limited to 15% of the number of scheduled class hours per semester and a student absent more than the indicated 15% is deemed excessively absent. Attendance is monitored from the first official day of classes. In the case of excessive absences or lateness, the instructor has the right to lower the grade, assign a failing grade, or assign additional written work or readings.

Absences due to late registration, change of program, or extenuating circumstances will be considered on an individual basis by the instructor. Each department and program may specify in writing a different attendance policy. Instructors are required to keep an official record of student attendance and inform each class of the College's or department's attendance policy.

NOTE:

- Any work missed during any period of absence must be made up by the student.
- To meet financial aid criteria, a student must attend class at least once in the first three weeks and once in either the fourth or fifth week of class.

ADA Statement

As required by the Rehabilitation Act of 1973 and the Americans with Disabilities Act of 1990, reasonable accommodations are provided to ensure equal opportunity for students with verified disabilities.

If you have a disability that requires accommodations, contact:


Accessibility Resource Center
Savoy (D) Building
120 Walton Ave, Room D101P
Bronx, NY 10451
Phone: (718) 518-4454 (Voice/TTY)

If you are already registered with ARC and have a letter from them verifying that you are a qualified student with a disability, please present the letter to the instructor as soon as possible. The instructor will work with you and ARC to plan and implement appropriate accommodations.

Please Note:

Students who do not register with the ARC office and have their disability verified are not eligible to receive any special accommodations.

Additional Policies

- CUNY Policy on [Academic Integrity](#) 
- [Política de Integridad Académica de CUNY](#) [Spanish]
- Policy on [retention](#) of academic records
- CUNY [Uniform Grade Symbols: Glossary and Guidelines](#)
- CUNY [Testing Policy for students with disabilities](#)
- CUNY Policy on [Drug and Alcohol](#)
- CUNY [Testing Policies and Procedures](#)
- State Education Department [rules on awarding credit for same courses in different degree programs.](#)
- [Religious Accommodation of Students - Memo from General Council.](#)
- [CUNY student complaint procedure](#)
- [Board of Trustees resolution on articulation and transfer](#)

Schedule Please note that this schedule is subject to change throughout the semester.
Please check the class page for the most recent assignment descriptions.

Week	Topic	Assignment Due	Games Referenced
1	Course Introduction & Pre-modern Games		Royal Game of Ur Chess Mancala Hide and Seek
2	Sports	Informal Writing Assignment 1	Soccer Cricket Basketball Football
3	Modern Board Games	Informal Writing Assignment 2	Snakes & Ladders The Game of Life Monopoly Settlers of Catan
4	Arcade Games	Informal Writing Assignment 3	Tennis For Two / Spacewar Pong Space Invaders Dance Dance Revolution Killer Queen
5	Tabletop Role-Playing Games	Informal Writing Assignment 4	Kriegspiel Little Wars Dungeons & Dragons Vampire: The Masquerade Fiasco
6	Adventure Games	Formal Writing Assignment 1: Critical Game Review	Colossal Cave Adventure Zork King's Quest Gabriel Knight 4 Her Story
7	Digital Role-Playing Games	Informal Writing Assignment 5 <i>Exhibition Step 1: Background and Plan</i>	Wizardry Final Fantasy Rogue Diablo Ultima Online World of Warcraft
8	Action Games	Informal Writing Assignment 6 <i>Exhibition Step 2: Selections and Thematic Linking</i>	Kung Fu Master Street Fighter Metroid God of War
9	Simulation Games	Formal Writing Assignment 2: Game Exhibition Proposal Rough Draft	Game of Life SimCity The Sims Kerbal Space Program

10	Strategy Games	Formal Writing Assignment 2: Game Exhibition Proposal Final Paper	The Sumerian Game MULE Dune Starcraft DoTA
11	Casual Games	Informal Writing Assignment 7 <i>Research Paper Brainstorming</i>	Tetris Bejeweled Candy Crush Farmville
12	First-Person Games	Informal Writing Assignment 8 <i>Research Paper Outline and Initial Bibliography</i>	Doom Counter Strike Call of Duty Gone Home
13	21st Century AAA Games	Formal Writing Assignment 3: First Draft	Uncharted Grand Theft Auto Elder Scrolls: Skyrim The Legend of Zelda: Breath of the Wild
14	Modern Independent Games	Formal Writing Assignment 3: Second Draft	howling dogs Papers, Please Journey Fez Undertale
15	<i>Final Presentation</i>	Formal Writing Assignment 3: Final Paper	