

Computer Science 111: Game Studies Seminar

Wednesdays, 2:00 – 3:15 PM, LT 002

Prof. Ron Coleman and Prof. Alan Labouseur, Coordinators

1. Faculty Availability

Office Hours posted on office doors

Ron: LT-113, Phone: x2605

Alan: LT-101, Phone: x2831

Email: ron.coleman@marist.edu / alan.labouseur@marist.edu

2. Course Description

The Game Studies Seminar is a one-credit course that surveys various topics related to videogames and videogame development. Different individuals including faculty and guest speakers deliver lectures on a variety of game topics including (but not necessarily limited to) computer science, physics, psychology, communications, art, multimedia, and business.

3. Purpose

The objectives are to...

- introduce students to selected topics of game studies.
- explore the nature of games and how they function, including methods, technology, and terminology.
- provide students with business and career-related information.
- enable students to make informed choices regarding further studies in games.

4. Texts and Other Instructional Materials

As game studies are very diverse subject matter, no single textbook suffices. Rather, lecture notes and other reading materials will be distributed as preparation, study, and background material.

5. Attendance

Students are expected to attend each class. Attendance will be officially recorded. The official means of communication for this course will be in-class announcements. Missing class is no excuse for failure to act as required by these announcements.

6. Evaluation

Students are required to be attentive to and actively participate in all presentations. A final research paper must be completed. Assessment is based on attendance, participation, and the your final paper. The following weights are used to determine grades:

Computer Science 111: Game Studies Seminar

Wednesdays, 2:00 – 3:15 PM, LT 002

Weight	Criteria
50%	Attendance and Participation
50%	Presentation: A Year In...
100%	Total

The following policy is used to assign letter grades:

93-100 = A	80-82 = B-	67-69 = D+
90-92 = A-	77-79 = C+	63-66 = D
87-89 = B+	73-76 = C	60-62 = F
83-86 = B	70-72 = C-	

7. Academic Honesty

As a part this class we will uphold and enforce the general policies of this institution on academic honesty and plagiarism. All examinations, papers, and homework assignments are subject to the standards of academic honesty as described in the Student Handbook and/or other related publications.

Furthermore, this course expects students to behave in a manner appropriate to Computer Science and Information Technology professionals. Professional ethics demand that (a) students embrace traditional “thou shall not cheat” behaviors, and also (b) they reject additional forms of dishonesty and abuse, which are uniquely possible working with computers.

Collaboration vs. Cheating

The extent to which group work is permissible depends solely on the instructor. Within the ground rules, the honesty of a student's behavior can usually be explored with the help of the two following guidelines:

- Plagiarism is suspected if an assignment calling for independent design and implementation results in two or more solutions that differ only by simple mechanical transformations.
- Cheating is suspected if an assignment calling for independent design and implementation results in a solution that cannot be explained to the instructor, in terms of either general method or specific techniques. If you are suspected of cheating, you will be asked to explain the work. If you cannot you will be ejected from the course with a failing grade, in addition to any other forms of recourse available to the instructor as specified by the Student Handbook.

You are encouraged to discuss the course material, concepts, and assignments with other students in the class. This is important in learning. However, **all material you turn in must be your own work**. If you are caught copying or otherwise submitting material that is not solely your work, you

Computer Science 111: Game Studies Seminar

Wednesdays, 2:00 – 3:15 PM, LT 002

will be expelled from the course with a failing grade and a letter will be sent to your department chair.

The bottom line is that you are expected to conduct yourself as a person of integrity. You are expected to adhere to the highest standards of academic honesty. This means that plagiarism in any form is completely unacceptable. You are a (soon-to-be) computing professional; I encourage you to consult the ACM code of ethics. See www.acm.org/constitution/code.html.

8. Outcomes & Assessment

Outcomes: At the completion of this course, students will be able ...

- To demonstrate understanding of key concepts related to videogames.
- To demonstrate understanding of key terminology related to videogames.
- To demonstrate understanding of types and genres of videogames.
- To analyze videogame designs at a basic level.
- To demonstrate understanding of what makes videogames “fun”, “interesting”, etc.
- To demonstrate understanding of the role videogames play in contemporary society.
- To demonstrate understanding of why people play games.
- To demonstrate understanding of how videogames differ from other forms of leisure and entertainment.
- To demonstrate understanding of technological forces which have helped shape videogames.
- To demonstrate understanding of business forces which have helped shape videogames.
- To demonstrate understanding of the roles of computer graphics, artificial intelligence, physics, etc. in games.

Assessment:

1. **Attendance** records will be kept and used to assess general patterns of attention to course material.
2. A **presentation** synthesizing the semesters’ material is required and will be evaluated to determine the students’ understanding of the material and their ability to take what they learned and synthesize it into something new and original.

Computer Science 111: Game Studies Seminar

Wednesdays, 2:00 – 3:15 PM, LT 002

9. Presentation: A Year in the History of Video Games

Each student will be assigned a year about which to research and write a one-minute presentation to be given at the end of the semester. You will present the material and hand-in the paper version of your presentation when you are done.

The presentation must be creating using electronic means (handwritten papers are not acceptable, puh-leeze) and have the following components:

1. Cover page with title (the year about which you're presenting), author, and date.
2. Two (2) pages of bullet points denoting the important events in the history of video game for that year.
3. One (1) page containing the bibliography formatted using standard bibliographic conventions you can find on the Internet.

The presentation and paper will be graded on the basis of

- Organization: format according to requirements (20%)
- Writing mechanics: spelling, punctuation, grammar and usage (20%)
- Reasoning: reflecting an understanding of the subject matter and relating the topics in a clear and reasonable manner (30%)
- Presentation: the quality of the interactive presentation (30%)

Computer Science 111: Game Studies Seminar

Wednesdays, 2:00 – 3:15 PM, LT 002

10. Proposed schedule

Wk	Date	Topic	Presenter
1	19 Jan	Introduction / Film: History Infocom	Profs. Ron and Alan
2	26 Jan	Film: The Early History of Video Games	Prof. Alan Labouseur
3	2 Feb	Film: Recent History of Video Games	Prof. Ron Coleman
4	9 Feb	Studio Production and Camera work / Movie	Prof Jeff Bass
5	16 Feb	Motion and Emotion Capture	Prof. William Joel, WCSU
6	23 Feb	3D Graphics	Prof. Matt Johnson
7	2 Mar	3D Animation	Prof. Matt Frieburghaus
8	9 Mar	(Game Debate or Movie) and pizza	Profs. Ron and Alan
9	16 Mar	<i>Spring Break</i>	
10	23 Mar	Unity – A game development IDE	Prof. Brett Phares
11	30 Mar	Movie: 21	Prof. Ron Coleman
12	6 Apr	Movie: 21	Prof. Ron Coleman
13	13 Apr	Genetic Programming for Blackjack	Prof. Ron Coleman
14	20 Apr	Studio Production and Camera work / Movie	Prof Jeff Bass
15	27 Apr	History Presentations	Students
	Alt. 1	Database Systems and Games	Prof. Alan Labouseur
	Alt. 2	Aesthetic Pathfinding	Prof. Ron Coleman