Communication Technologies: Computer Game Studies
(*taught Summer 2013, UCSD, Department of Communication COMM 105G, class size: 18)*

Description:
As an introduction to the field of game studies, this course has two purposes: 1) to introduce students to the theories and methods of studying digital games that have gradually formed between the 20th and early 21st centuries, and 2) to show how and why digital games matter to people and the world as a communication technology.

Materials:
• readings available through library reserves
• access to TED or Facebook [decision on first day of class]
• game(s)

Assignments:
1) Daily quizzes (lowest two dropped)
2) Is it a Game? post - pick a 'game' and argue that it is a game/art/communicative thing using readings (500-1000 words; use references/citations where appropriate; links to images/videos highly suggested; comments and responses also highly suggested - thoughtful comments to others' arguments can be just as important as your own post)
3) Game Analysis - pick a game or practice involving a game (must be approved by instructor by week 3), play it, analyze it through at least one group of readings, and then show how the game/reading matters (5-8 pages; 12point Times New Roman font, double-spaced; 1 inch margins; must use references/citations; etc)

Syllabus:
A) Ontology - What Games Are
Class 1
• Johan Huizinga. "Nature and Significance of Play as a Cultural Phenomenon" in *The Game Design Reader: A Rules of Play Anthology*, edited by Katie Salen and Eric Zimmerman. Cambridge: MIT Press, 2006: pp. 96-120.
• Roger Caillois. "The Definition of Play *and* The Classification of Games" in *The Game Design Reader: A Rules of Play Anthology*, edited by Katie Salen and Eric Zimmerman. Cambridge: MIT Press, 2006: pp. 122-155.

Class 2
• Brian Sutton-Smith. Play and Ambiguity" in *The Game Design Reader: A Rules of Play Anthology*, edited by Katie Salen and Eric Zimmerman. Cambridge: MIT Press, 2006: pp. 296-313.
• Jesper Juul. "The Game, the Player, the World: Looking for a Heart of Gameness." In *Level Up: Digital Games Research Conference Proceedings*, edited by Marinka Copier and Joost Raessens. Utrecht: Utrecht University, 2003.

B) Art, Rhetoric and Persuasion - From What Games Are to What Games Could Do
Class 3
- Andy Clarke and Grethe Mitchell. "Introduction" in *Videogames and Art*. Bristol, UK; Chicago: Intellect, 2007: pp. 7-22
- Alexander R. Galloway. "Countergaming" in *Gaming: Essays on Algorithmic Culture*. Minneapolis: University of Minnesota Press, 2006: pp. 107-126.

Class 4
- Ian Bogost. "Procedural Rhetoric" in *Persuasive Games: The Expressive Power of Videogames*. Cambridge: MIT Press, 2007: pp. 1-64
- Ian Bogost. "Persuasive Games: The Proceduralist Style." *Gamasutra*, January 21 2009
- Michael Abbot, Brenda Brathwaite, and John Sharp. *Brainy Gamer Podcast* 26, November 9, 2009.

Friday - Is it a game? post DUE (continue commenting for rest of term)

C) Media Effects - What Games Do To Players
Class 5
- Marshall McLuhan. "Selected Material from *Understanding Media: The Extensions of Man*" in *The New Media and Technocultures Reader*, edited by Seth Giddings with Martin Lister. Abingdon: Routledge, 2011: pp. 82-91.
- James Paul Gee. "Cultural Models: Do You Want to be the Blue Sonic or the Dark Sonic?" in *What Video Games Have to Teach Us About Learning and Literacy*. Rev. and updated ed. New York: Palgrave Macmillan, 2007: pp. 145-177.

MUST MEET WITH INSTRUCTOR

Class 6
- Craig Alan Anderson and Karen E. Dill. "Video Games and Aggressive Thoughts, Feelings, and Behavior in the Laboratory and in Life." *Journal of Personality and Social Psychology* 78, no. 4 (2000): 772-90.
- Christopher J. Ferguson. "Blazing Angels or Resident Evil? Can Violent Video Games Be a Force for Good?" *Review of General Psychology* 14, no. 2 (2010): 68-81.
- Jenova Chen. "Flow in Games (and Everything Else)." *Communications of the ACM* 50, no. 4 (2007): 31-34.
- Ting-Jui Chou and Chih-Chen Ting. "The Role of Flow Experience in Cyber-Game Addiction." *CyberPsychology & Behavior* 6, no. 6 (2003): 663-75.

MUST GET FINAL ANALYSIS APPROVED

D) Gaming Cultures - How Games and the World Interact
Class 7

- T. L. Taylor. "Gaming Lifeworlds: Social Play in Persistent Environments" in *Play Between Worlds: Exploring Online Game Culture*. Cambridge: MIT Press, 2006: pp. 21-65.
- Mia Consalvo. "Introduction" and "Gaining Advantage: How Videogame Players Define and Negotiate Cheating" in *Cheating: Gaining Advantage in Videogames*. Cambridge, Mass.: MIT Press, 2007: pp. 1-13; 83-105.
- Bart Simon. "Geek Chic: Machine Aesthetics, Digital Gaming, and the Cultural Politics of the Case Mod." *Games and Culture* 2, no. 3 (2007): 175-93.

Class 8
- Stephen Kline, Nick Dyer-Witheford, and Greig De Peuter. "Workers and Warez: Labour and Piracy in the Global Game Market" in *Digital Play: The Interaction of Technology, Culture, and Marketing*. Montréal: McGill-Queen's University Press, 2003: pp. 197-217.
- Lisa Nakamura. "Don't Hate the Player, Hate the Game: The Racialization of Labor in World of Warcraft." *Critical Studies in Media Communication* 26, no. 2 (2009): 128-44

Class 9
- Henry Jenkins. ""Complete Freedom of Movement": Video Games as Gendered Play Spaces." In *The Game Design Reader: A Rules of Play Anthology*, edited by Katie Salen and Eric Zimmerman. Cambridge: MIT Press, 2006: pp. 330-363.
- Ludica, Tracy Fullerton, Jacquelyn Ford Morie, and Celia Pearce. "A Game of One's Own: Towards a New Gendered Poetics of Digital Space." In *Digital Arts and Culture*, 2004

Class 10
- Carmen Mangiron and Minako O'Hagan. "Game Localization: Unleashing Imagination with 'Restricted' Translation." *Journal of Specialized Translation*, no. 6 (2006): 10-21.
- Kate Edwards. "Culturalization: The Geopolitical and Cultural Dimension of Game Content." *Trans Dossier* 15 (2011): 19-28.

Friday - Game Analysis DUE