New Course Request

Indiana University

Indianapolis Campus

Check Appropriate Boxes: Undergraduate credit [✓] Graduate credit [ ] Professional credit [ ]

1. School/Division: Informatics
2. Academic Subject Code: NEWM-N
3. Course Number: 431 (must be cleared with University Enrollment Services)
4. Instructor: Matthew Powers

Recommended Abbreviation (Optional): (Limited to 32 Characters including spaces)

6. First time this course is to be offered (Semester/Year): Fall 2010

7. Credit Hours: Fixed at 3 or Variable from ________ to ________

8. Is this course to be graded S-F (only)? Yes [✓] No [ ]

9. Is variable title approval being requested? Yes [ ] No [✓]

10. Course description (not to exceed 50 words for Bulletin publication): An exploration of the evolution, concepts, and impact of video games. Examines the role of games in popular culture, as well as the impact on contemporary notions of interactivity, learning, and storytelling. Includes discussion of console and online games, casual games, Alternate Reality Games, serious games, and others.

11. Lecture Contact Hours: Fixed at 3 or Variable from ________ to ________

12. Non-Lecture Contact Hours: Fixed at 0 or Variable from ________ to ________

13. Estimated enrollment: 25 of which 0 percent are expected to be graduate students.

14. Frequency of scheduling: F/S Will this course be required for majors? [ ]

15. Justification for new course: Redesign of New Media Curriculum

16. Are the necessary reading materials currently available in the appropriate library? Yes [ ]

17. Please append a complete outline of the proposed course, and indicate instructor (if known), textbooks, and other materials.

18. If this course overlaps with existing courses, please explain with which courses it overlaps and whether this overlap is necessary, desirable, or unimportant.

19. A copy of every new course proposal must be submitted to departments, schools, or divisions in which there may be overlap of the new course with existing courses or areas of strong concern, with instructions that they send comments directly to the originating Curriculum Committee. Please append a list of departments, schools, or divisions thus consulted.

Submitted by:

[Signature] Pauline Ledet
Department Chairman/Division Director
Date 6/30/2009

[Signature] Date 1/July 2009

Approved by:

[Signature] Dean
Date

[Signature] Date

Dean of Graduate School (when required)

Chancellor/Vice-President

University Enrollment Services

Date

After School/Division approval, forward the last copy (without attachments) to University Enrollment Services for initial processing, and the remaining four copies and attachments to the Campus Chancellor or Vice-President.

University Enrollment Services Final—White; Chancellor/Vice-President—Blue; School/Division—Yellow; Department/Division—Pink; University Enrollment Services Advance—White
N431
GAME ON!

3 credits

Instructor: Lecturer Mathew A. Powers, MFA
Office Address: IT 465
Office Phone: 317-278-4146
Office Hours: Wednesdays 3:30pm – 5:30pm
Email Address: matapowe@iupui.edu

Course Description
An exploration of the evolution, concepts, and impact of video games. Examines the role of games in popular culture, as well as the impact on contemporary notions of interactivity, learning, and storytelling. Includes discussion of console and online games, casual games, Alternate Reality Games, serious games, and others.

Prerequisites: none

Class Goals and Expected Outcomes

For students to have a deep knowledge, comprehension, and appreciation of:

- The history of the video game, its origins, and current evolutions.
- The possibilities video games and simulations present to modern industries and society.
- How video games and simulations apply to learning and comprehension.
- The varied professional positions open to students from the video game, simulation, and eLearning industries.
- The ability to analyze and discuss the merits of a video game.
- Understanding of the varying differences between traditional, casual, and serious gaming.

Extended Course Description
This class looks at the history, concepts, construction, production, and development behind video games and the characters, creatures, environments, mechanics, and narratives that populate them. It will examine how these elements have become a major factor in our daily lives and popular culture. Additionally, the class will study how games are redefining our standard notions of interactivity, learning, and storytelling. All games such as casual games, ARGs, console and online games, serious games and others will be studied and discussed. Additional critical topics covered will include world development and creation, design of game space, programming, character, creature, and environmental animation, and playability testing.

Course Outcomes & Core Competencies
This course will give students a fundamental grasp of:

Game narratives and world creation/development, basic game-related design solutions, basic programming, character, creature, and environmental design choices, playability/playtesting skills, an understanding of game design, and a comprehensive working knowledge of the history, development, and evolution of the video game medium from the 1940’s to the present day.

These skill sets will endorse students’ knowledge of the professional gaming industry and allow them to have a working knowledge of games and their production. Other goals that the class will produce in students include the following:

- Express personal ideas and facts to others effectively in a variety of formats
- Comprehend, interpret, and analyze texts, games, animations, and imagery
- Communicate orally in group settings
- Discuss game related problems and solutions

By the end of the semester students should have knowledge pertaining to the above information. This will be delivered through readings, discussions, and activities. Students will learn about new and emerging technologies and begin to develop to creative practices to incorporate them as possible towards the purpose of game engagement and its results on society.

**Required Text**

*The Ultimate History of Video Games: From Pong to Pokemon – The Story Behind the Craze that Touch our Lives and Changed the World*

ISBN – 10: 0761536434

**Recommended Texts**

*The Ultimate Guide to Video Game Writing and Design*


*ActionScript 3.0 Game Programming University*

ISBN – 10: 0789737027

*Macromedia Flash Professional 8 Game Development*

Glen Rhodes, Charles River Media 2nd Ed, 2006.
ISBN – 10: 1584504870

**Equipment needed**

- One Blank-Page Sketchbook for Game related images, text, & ideas
- Imagination, Drive, & and a Commitment to Gaming
Expectations/Guidelines/Policies
- Attendance
  - IUPUI policy is attendance is mandatory. Attendance is taken at the start each class. Any student missing FOUR classes without an approved excuse will receive ONE GRADE LEVEL reduction. Please be on time to class. If you are consistently late to class, 15 minutes or more, you will receive ONE GRADE LEVEL reduction. If you are unable to attend, please send me a notice through email before class. Absences may be excused with valid doctor's documentation or other extenuating circumstances. More than four absences without a "legitimate" the reason, will result in a lowered semester grade.

- Class assignments
  - Individual class assignments will be delivered to students in class through specific assignment sheets that will explain each project in depth and display assignment guidelines, expectations, and due dates.

Grading Information & Assignments
(Assignments will be further explained on Assignment Sheets given out during class)

1. Monthly Quizzes (4) = 100pts each  
2. Game Analyses and Game Assignments (10) = 20pts each  
3. Participation = 100pts

Total Possible Class Points = 700pts

Calendar and Schedule:

Week 1. Jan. 10: Introduction, Game Examples  
Lecture: A basic walk through and demonstration of video games over the past 70 years, including experimental games, console games, serious games, etc.

Week 2. Jan. 17: Where it all Began or When We Were First Plugged In  
Lecture: The origins of gaming, their importance and how they made the transition into digital technologies after WWII. Also, the basics of video game mechanics, character & world creation, and storytelling through games.  
Assignment: Write down and submit your favorite video game.

Arcades, Atari, Pong, Breakout, Apple II  
Iconic Characters = Ms. Pac-Man  
Assignment: Flash Game Analysis
Week 4. Jan. 31: The 3rd Game Generation or 8-bit Rules!
   Class Lecture: The Dawn of Nintendo! King of Kong
   Iconic Characters = Mario, Link, Donkey-Kong
   Quiz: Early Game History and 1st through 3rd Generations

Week 5. Feb. 7: The Basic Game. A dissection of the Side-Scroller
   Lecture: Why Mario is so popular and how he set the stage for the next 10 years.
   Game Shock moments such as Samos is a Girl and why is Mega Man so hard?
   Discussion

Week 6. Feb. 14: RPG or Why do I have Four People Following Me?
   Lecture: The Role-Playing game and how it extended the life of games ten-fold
   and expanded the idea of strategy across all game mediums.
   Assignment: Favorite Game character

Week 7. Feb. 21: The 1990’s
   Lecture: The next generation of gaming consoles. Games mature and titles
   become truly big business.
   Assignment: Console Game Analysis

Week 8. Feb. 28: The Modern Game Age
   Lecture: Where games are now. Halo 3, Guitar Hero, Portal, etc.
   Quiz: Middle Game History and 4th & 5th Generations

Week 9. Mar. 7: Psych!
   Lecture: The psychology behind gaming experiences. Winning, losing,
   achievements, and status. Immersion and losing one’s soul to a gaming. Gaming
   culture and the Nerd factor.
   Assignment: What are some trends you see in video games?

Week 10. Mar. 14: Spring Break YAY!
   Hopefully you all are playing plenty of games!!!

Week 11. Mar. 21: Casual Gaming or Why my Grandma is hogging the Wii
   Lecture: The advent of mass-appeal gaming and how handheld gaming platforms
   such as Game Boy were the next giant step in game development.
   Assignment: Game Playing Analysis

   Lecture: How games are being adopted by major industries to replace the
   standard training videos and energize the workforce. Also, Serious Games and
   their powerful potential.
   Quiz: The psychology behind gaming and unique game types and 6th & 7th gens

Week. 13. Apr. 4: Is this my Reality?
Class Lecture: ARGs, Viral Gaming, Blurring the lines, where we go next.
Game Culture Bonanza
Assignment: Can you find an ARG?

Week 14. Apr. 11: MMORPGs or “Just five more Minutes”
Lecture: World of Warcraft, Everquest, Conan, Warhammer
The extinction of the End-Game and the Birth of the Life-Game
Assignment: Explore a MMORPG

Week 15. Apr. 18: Playstation Nine! Now with Brain Spores
Lecture: Next Gen Technologies and how they will apply to gaming. Examples include the Nintendo Wii and other experimental gaming hardware.
Assignment: What do you want to see in games?

Week 16. Apr. 25: Can I make them to?
Lecture: Careers in gaming and what you need to do to get there. Topics and Industry Positions covered: Game Producer, Designer, Programmer, Artist, Playtester, Level Designer, and Animator
Assignment: What would be your favorite position in a game company?

Week 17. May 2: Game Over!
Final: Complete Review of all subjects, master play day, and final quiz.

Grading scale
A+ = 98 - 100%, A = 94 - 97%, A- = 90 - 93%
B+ = 87 - 89%, B = 84 - 86%, B- = 80 - 83%
C+ = 77 - 79%, C = 74 - 76%, C- = 70 - 73%
D+ = 67 - 69%, D = 64 - 66%, D- = 60 - 63%
F = below 59%, Super F = under 9%

A = excellent, B = good, C = average, D = below average, F = failure
In the case of borderline grades, factors such as respect, attendance, tardiness, attitude, and class participation will be considered.