
Assignments & Academic Calendar

Students will complete reading assignments throughout the semester followed by group (blog) discussion and individual analysis. Students will also prepare three deliverable “papers” – a magazine style game review, a scholarly paper with abstract, and a full-length chapter submission for a theoretical textbook. (of 30+ pages).

This course is partially designed as a crash course in academic writing for aspiring gaming scholars. Assignments should reflect an emphasis on research, format, and innovative thinking over creative writing or original design. (Course requirements or due-dates may be amended or changed; such changes will be given with sufficient advance notice for completion.) *A more detailed description of the weekly reading assignments and other requirements will be posted each week on the Class Blog: <http://dallasgamestudies.blogspot.com/>*

JAN 14	WEEK 1	INTRO / Why Game Studies (Excapist Magazine)
JAN 21	WEEK 2	MLK DAY – NO CLASS
JAN 28	WEEK 3	RESEARCH DAY -- NO CLASS <i>(Brackin in Australia)</i>
FEB 4	WEEK 4	Game Reviews as Entertainment versus Game Analysis
FEB 11	WEEK 5	(D1) 5 min game reviews
FEB 18	WEEK 6	(D2 Abstract) Library research methods
FEB 25	WEEK 7	Primary, Secondary, Tertiary Sources CASE STUDY
MAR 4	WEEK 8	From Authenticity to Validity
MAR 11	WEEK 9	SPRING BREAK
MAR 18	WEEK 10	Academic Topics in Games – 3 perspectives
MAR 25	WEEK 11	Presentations I
APR 1	WEEK 12	(D2) Presentations II
APR 8	WEEK 13	Presentations III
APR 15	WEEK 14	TEXTBOOK process (“Replay” & “History” Texts)
APR 22	WEEK 15	Individuals of Consideration (“All Your Base” Text)
APR 29	WEEK 16	(D3) The Good the Bad and the Ugly – Future of Game Studies!
MAY 6	WEEK 17	READING DAY / FINAL DAY (NO EXAM)

Attendance and Grading Policy

Students are expected to attend ALL classes. If you have a special circumstance which prevents this, you **MUST** contact me in advance by phone or email! **A student who misses more than one class session or misses without approval will be required to do an additional project or have their attendance grade dropped by one letter grade. Be advised that any and all communication in or out of class counts towards your Professionalism & Participation grade just as it would in academia. Late work will be dropped by one letter grade (10 points) for each week it is late. No Exceptions!** There are 3 deliverables for this class NOT including any weekly homework or small assignments (blog activity) which count towards the student’s weekly attendance and participation grade. **This class is graded on a standard 10 point grading scale for all deliverables.** Grade weights will be determined as follows:

Weekly Attendance / Professionalism & Participation ----- 20% of total grade
Deliverable 1: Game Review Magazine Article ----- 15% of total grade
Deliverable 2: Games Research Paper / Presentation (& Abstract) ---- 25% of total grade
Deliverable 3: Game Studies Chapter Submission ----- 40% of total grade

This class relies heavily on discussion and class participation, and a high level of professionalism and good citizenship is expected. Attention should be given to the speaker at all times and respect shown as expected within the university classroom environment. **Appropriate** multi-tasking (such as note-taking) is permitted only so long as it does not interfere with the high expectations described above. **This DOES NOT include personal use of any lab computers, social media sites, games, etc., and lab monitors will remain off otherwise.** A student who attends all classes, participates in discussion appropriately, completes all coursework on time, and whose deliverables all meet the high standards expected of a UTD student, receives an “A” in this course.

UT Dallas Syllabus Policies and Procedures

The information found at the following link constitutes the University's policies and procedures segment of course syllabi. Be aware that all information contained at this link are considered to be fully a part of this syllabus herein without exception as if it were printed below.

<http://provost.utdallas.edu/syllabus-policies/>