

Course Syllabus

Course Information:

ATEC 4373.002: HISTORY OF GAMES

Tuesday 10:00 am – 12:45 pm

ATC 1.305

Fall 2015

Professor Contact Information

Instructor: Michael Andreen

Email: mta072000@utdallas.edu

Email MUST have atec4373 in subject line.

Office: ATC 2.501

Office Hours: Appointment only

Course Pre-requisites, Co-requisites, and/or Other Restrictions

Instructor permission

Course Description

ATEC 4373 is an examination of the history of video games, starting briefly with analogue game structures and following the growth of the computer gaming industry into the early 2000s. This course will not only look at the chronological history of games, but will investigate the design origins and decisions in a variety of computer game genres that have led to modern game design philosophy.

Student Learning Objectives/Outcomes

Learning the history behind the development of the video game industry

Understanding the impact of past design decisions on modern game design

Developing critical analysis skills when evaluating both modern and past games

Suggested Course Materials

Replay: The History of Video Games, Tristan Donovan

<https://archive.org/details/internetarcade>

<http://playdosgamesonline.com/>

<https://www.gog.com/>

Assignments & Academic Calendar

Aug 25: Intro, brief history of analogue and tabletop games

Paper 1 Assigned

Sep 1: Early computer strategy programs and the advent of the video games

Sep 8: Flood of the game market and the industry crash

Paper 1 Due

PC Unit

Sep 15: Translation of analogue games to PCs, university mainframes, and the birth of RPGs

Paper 2 Assigned

Sep 22: Adventure games and computer sims

Sep 29: 90s in PC, the rise of the RPS, Shareware, expansion of RPG systems

Paper 2 Due, Paper 3 Assigned

Oct 6: PC games as major places for story experimentation, Valve and the revival of PC gaming

Console Unit

Oct 13: Nintendo and the revival of the console industry in America

Paper 3 Due, Paper 4 Assigned

Oct 20: Sega, the console wars, and the ESRB

Oct 27: Sony Playstation and rift with Nintendo, console movement into the 3d space

Paper 4 Due, Paper 5 Assigned

Nov 3: The rise of open world console games, games as artistic expression, and the beginning of the console and PC worlds recombining

Arcade Unit

Nov 10: 80s arcade competition scene, Twin Galaxies arcade and Sega's arcade presence

Paper 5 Due, Final Paper Assigned

Nov 17: Fighting games scene, its relationship to competitive game play, and the effects of arcades on modern game trends

Nov 24: No class

Dec 1: General wrap up and discussion of the current state of gaming

Dec 8: **All Final Work due**

Assignments:

All normal papers are 2 page papers that will analyze some facet of the given topic. Papers should look critically at games and evaluate them as a designer would, considering to the best of the author's ability

the technological limitations and design philosophies of the games' era.

Paper 1: Play a pre-80s game and dissect how it systematizes (or ignores) real life elements in its design.

Paper 2: Pick a game from the 80s PC generation and analyze in the same fashion as paper 1.

Paper 3: Pick a game from the 90s PC generation in the same genre as your game for paper 2 and compare the advancements (or similarities) in its design.

Paper 4: Follow the instructions for paper 2, but with an 80s console game

Paper 5: Follow the instructions for paper 3, but as a comparison between console games.

Final Paper (3-5 pages): Choose a particular design element you see threaded throughout games and analyze its uses in various formats or genres.

Revisions: Papers 1-5 (or any particular selection of papers from the assortment) may be revised and turned on the same due date as the final paper to improve their respective grades. Revisions should be submitted in a single, pocketed folder with the original copies of the papers on one side and the revised versions on the other.

Grading Policy:

Short Papers: 12% each (60% total)

Participation: 10%

Final Paper: 30%

Course & Instructor Policies

Late assignments will be docked 10% per day late.

Students are responsible for determining what assignments they miss if they are absent.

Students must contact the professor about absences. After two absences, 30% will be deducted from the participation grade (this is 3 points off of the final grade total).

Requirements and schedule are subject to change at the discretion of the instructors (all changes will be furnished to students in writing).

Information on university policies and procedures: <http://go.utdallas.edu/syllabus-policies>