





## Course Requirements

Critical Game Review (50%)  
Class Participation (50%)

## Participation and Preparedness (50%)

Preparedness and participation forms a large component of your final grade. It is essential that you prepare for class, attend class, and participate. Missing class may seriously compromise your ability to do well in this class. Again, negative participation will hurt your participation grade. Participation is determined by

1. your respectful presence in class,
2. your willingness to discuss, comment, and ask questions,
3. your preparation for class, which includes bringing required materials to class and doing all of the assigned reading for class,
4. your engagement in group work and play,
5. your contribution to the CGP blog: <https://depts.washington.edu/critgame/wordpress/>
6. and your interactions with us and other students.

Finally, failure to turn in homework, incomplete assignments, or late papers will negatively impact your participation grade.

## Attendance

**Attendance is strongly recommended.** If you are absent, you miss the explanation of an assignment, the discussion of a reading, the chance to play and participate, and overall, the class as a community of learning. It is in your best interests to come to class. Also, you are expected to be in class on time. Class will start immediately at the appointed time. In the first minutes of class I may make important announcements, establish the agenda for the class meeting, begin immediately with an important lesson, or field questions. Therefore, it is particularly important for you to arrive on time. If you come in after we start class, even by only a few minutes, you are late and I will mark you as such.

Chronic or conspicuous attendance problems will negatively affect your credit for the class. If you know you are going to miss class, please let us know ahead of time (via email), if you can, and we will make any necessary arrangements. And when you do miss class, always find another student to get class notes and see me in order to make up missed work in a timely manner.

## Finding Help

We are available during office hours and by appointment to help you. We encourage you to come see us early in the quarter even if it is just to talk about the class, about the assignments, or about school in general. We may ask you to meet with us when we think a conference would be useful. Our offices are located on the ground floor of Padelford Hall (northeast of the HUB). Ed's office is in B-33. Tim's office is in A-307. See map below.



## Assignment Format

All assignments must be typed. If you do not have your own computer with word processing capability, computer labs are available on campus with a variety of software that is easy to learn. All documents should be saved in Microsoft Word format; if you do not have access to Word, then save your documents in RTF or Rich Text Format.

Treat all writing as formal, academic writing, even on the class blog. All papers must follow the manuscript format outlined by the assignment. All papers must use MLA citation and documentation conventions. All papers must be neatly printed (in black), stapled in the top, left-hand corner if necessary, and not be three-hole punched. Papers that do not follow these format guidelines will not be accepted. They will be returned unread to you. Papers will be regarded as late until they are resubmitted in the proper format.



### Contact Ed

Office:  
B33 Padelford  
Office Hours:  
MW 10:30 AM-12 PM  
or by appointment  
E-mail:  
[changed@u.washington.edu](mailto:changed@u.washington.edu)  
AIM & Google Talk:  
EDagogy

### Contact Tim

Office:  
A307 Padelford  
Office Hours:  
by appointment  
E-mail:  
[twelsh@u.washington.edu](mailto:twelsh@u.washington.edu)  
Google Talk:  
tim.j.welsh

We are also available electronically by email and the course blog. Email and the blog are the best means of contacting us. We will do our best to answer your emails and blog posts, usually within twenty-four hours. If there is an emergency and you need to reach us, please contact the CHID office in B-102 Padelford.

We will also supplement our office hours with virtual hours via instant messenger. Ed uses AOL Instant Messenger and Google Talk (AIM & Gtalk nickname: **EDagogy**); Tim just uses Google Talk (Gtalk nickname: **tim.j.welsh**). If we are logged in, during reasonable hours, you are more than welcome to discuss the class or ask questions. Please, when you initiate an IM conversation for the first time, please identify yourself to us – be polite and respectful – and please be patient because our responses may not be immediate.

## Academic Dishonesty

Plagiarism, or academic dishonesty, is presenting someone else’s ideas or writing as your own. In your writing for this class, you are encouraged to refer to other people’s thoughts and writing – as long as you cite them. Many students do not have a clear understanding of what constitutes plagiarism, so feel free to ask questions about these matters at any time. Plagiarism includes:

- a student failing to cite sources of ideas
- a student failing to cite sources of paraphrased material
- a student failing to cite sources of specific language and/or passages
- a student submitting someone else’s work as his or her own
- a student submitting his or her own work produced for another class

If you have any doubt about how to cite or acknowledge another’s writing, please talk to me. It is always better to be safe than sorry. As a matter of policy, any student found to have plagiarized any piece of writing in this class will be immediately reported to the College of Arts and Sciences for review. For further information, please refer to UW’s Student Conduct Code at <http://www.washington.edu/students/handbook/conduct.html>. **Play it smart, don’t plagiarize!**

## Accommodations

If you have a registered disability that will require accommodation, please see me immediately. I will gladly do my best to provide appropriate accommodation you require. If you have a disability and have not yet registered it with Disability Resources for Students in 448 Schmitz Hall, you should do so immediately. Please contact DRS at 206-543-8924 (Voice) or 206-543-8925 (V/TTY) or 206-616-8379 (FAX) or via their website at <http://www.washington.edu/admin/ada/dss.htm>.



“My imagination makes me human and makes me a fool; it gives me all the world and exiles me from it.”  
—Ursula K. Le Guin

“The idea that kids can play video games like *Grand Theft Auto* or any video game is amazing. The video games are one step before a whole other virtual universe.”  
—Vin Diesel

**syl-la-bus: n 1: a summary outline of a discourse, treatise, or course of study or of examination requirements  
2: subject to change**

CHID 496 I / Autumn Quarter 2010 / University of Washington / Chang & Welsh

**Week 1: September 27-October 1**

Thurs 9/30 "Review"

Introduction to the Course, Close Reading & Close Playing  
Industry Game Reviews

**Week 2: October 4-8**

Thurs 10/7 "Critical"

Ian Bogost, "Taking Bully Seriously"

Watch "Metroid: The Other M Review":

<http://g4tv.com/games/wii/61992/Metroid-Other-M/review/>

Abbott, "Backlash":

[http://www.brainygamer.com/the\\_brainy\\_gamer/2010/09/backlash.html](http://www.brainygamer.com/the_brainy_gamer/2010/09/backlash.html)

**Week 3: October 11-15**

Wed 10/13 "Play"

Keywords for Video Game Studies Working Group

Huizinga, *Homo Ludens* (excerpts)

Caillois, *Man, Play and Games* (excerpt)

Juul, "The Magic Circle and The Puzzle Piece"

Juul, "A Casual Revolution," Ch. 1 *A Casual Revolution*

Thurs 10/14 No Class\*

\*If you cannot make the Keywords for Video Game Studies Working Group meeting, please be sure to complete the make-up assignment.

**Week 4: January 25-29**

Thurs 10/21 "Genre"

Espen Aarseth, "Genre Trouble":

<http://www.electronicbookreview.com/thread/firstperson/vigilant?mode=print>

Jones, "Introduction," *The Meaning of Video Games*

**Week 5: October 25-29**

Thurs 10/28 "Action"

Galloway, *Gaming* Ch. 1: "Gamic Actions, Four Moments"

Galloway, *Gaming* Ch. 4: "Allegories of Control"

**Week 6: : November 1-5**

Thurs 11/4 "RL"

Bogost, "Afterword on Platform Studies," *Racing the Beam*

Constance Steinkuehler, "The Mangle of Play"

Gonzalo Frasca, "Ideological Videogames: Press Left to Dissent"

There are readings for each week. Be sure to read, make notes, and come to class prepared with comments and questions.

Make sure to check the CGP blog regularly and contribute when appropriate.

Wed 9/29  
First Day of Classes

September 2010						
Su	M	Tu	W	Th	F	Sa
			1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30		

October 2010						
Su	M	Tu	W	Th	F	Sa
				1	2	
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30
31						

**Week 7: : November 8-12**

Wed 11/10 "Immersion/Interactivity"

Keywords for Video Game Studies Working Group

Marie-Laure Ryan. "Immersion vs. Interactivity"

Jenova Chen, "Flow in Games (And Everything Else)":

<http://www.jenovachen.com/flowingames/thesis.htm>

Salen & Zimmerman, "The Immersive Fallacy"

Aarseth, "Introduction: Ergodic Literature," Ch. 1 Cybertext

Thurs 11/11 No Class\*

\*If you cannot make the Keywords for Video Game Studies Working Group meeting, please be sure to complete the make-up assignment.

**Week 8: : November 15-19**

Thurs 11/18 "Avatar"

Lisa Nakamura, "Head-Hunting on the Internet," Ch. 2 *Cybertypes*

Julian Dibbell, "A Rape in Cyberspace"

**Week 9: November 22-26**

Thurs 11/25 No Class

Thu & Fri 11/25-26  
Thanksgiving  
Holiday

**Week 10: November 29-December 3**

Thurs 12/2

Presentations

**Week 11: December 6-10**

Thurs 12/9

Presentations

Last Day of Class

**Week 12:**

Mon 12/13 - Finals Begin, Critical Game Review Due

**Week 13:**

Mon 12/20 - Grades Due

November 2010						
Su	M	Tu	W	Th	F	Sa
	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30				

December 2010						
Su	M	Tu	W	Th	F	Sa
			1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30	31	

Fri 12/9  
Last Day of Classes