

DMS199
Making and being made by Media : Introduction to Game Studies
UB Seminar - 3 credits
Fall 2017

COURSE INFORMATION

Days/Times: M/W 1:00-2:20
 Location: CFA 235 (Mondays), TBD (Wednesdays)
 3 credits
 Instructor: Dave Pape (depape@buffalo.edu)
 Office hours: M/W 11-noon

COURSE DESCRIPTION

The media field is expanding rapidly: networked, social and mobile media play an increasingly important role in structuring society and causing change. Full citizenship and full literacy in contemporary society depends not just on negotiating and decoding visual representation (film, TV, advertising, games), but in both theoretically understanding the scope and impact of media in a computer-based society and being able to create and communicate ideas and information using established and emerging media.

In this course, students develop a critical perspective on games as media. Reading, viewing, and interacting with contemporary projects and media theory that critically addresses the relations between viewers, producers, and media. In addition the course is an introduction to both analog and computer-based game production techniques. The skills learned in making games will be applicable in a range of creative endeavors beyond the course.

STUDENT LEARNING OUTCOMES

Having completed a UB Seminar, students will be able to:

Course Learning Outcome	Maps to the Following Program Outcomes / Competencies:	Delivered through the Following Instructional Method(s):	Student Achievement Assessed with the Following Method(s)/Assignments:
1. Think critically using multiple modes of inquiry.	UBGE, SUNY Critical Thinking, MSCHE Critical Analysis and Reasoning	Discussion, assigned readings	Discussions; reading responses
2. Analyze disciplinary content to identify contexts, learn fresh perspectives, and debate and discuss problems in the field.	UBGE, SUNY Information Literacy	Lecture, web artworks, reading responses	Discussions; reading responses
3. Understand and apply the methods of close reading, note taking, analysis, and synthesis.	UBGE, SUNY Critical Thinking, MSCHE Critical Analysis and Reasoning	Lecture, reading responses	Reading responses
4. Recognize and debate ethical issues and academic integrity in a variety of settings.	UBGE, MSCHE Values, Ethics, & Diverse Perspectives	Class discussions, assigned readings	Discussions, reading responses, projects

Course Learning Outcome	Maps to the Following Program Outcomes / Competencies:	Delivered through the Following Instructional Method(s):	Student Achievement Assessed with the Following Method(s)/Assignments:
5. Demonstrate proficiency in oral discourse and written communication.	UBGE, SUNY Basic Communication, MSCHE Oral and Written Communication	Class discussions, project presentations	Discussions, project artist statements, project presentations
6. Develop essential research and study skills such as time management.	UBGE, SUNY Information Literacy	Lecture, project presentations	Projects, project presentations performed on schedule
7. Utilize the eportfolio for at least one assignment.	UBGE, SUNY Information Literacy, MSCHE Technological Competency	Demonstrated in class	Used for reading responses, projects
8. Understand the academic expectations pertaining to studentship at the University at Buffalo and to higher learning at a research university.	UBGE	Lecture	Discussions, projects

Note: *This course meets or contributes to meeting the SUNY General Education Requirements (GER) for Critical Thinking, Information Literacy, and Basic Communication: ([SUNY website](#)), as well as areas of general education required by the Middle States Commission on Higher Education.

COURSE REQUIREMENTS

- *Participation in class discussions* - graded on the quality of the comments or questions. Everyone is expected to contribute to critique and add to the class discussions on the readings.
- *Reading responses* - short written responses to reading assignments (where “reading” in many cases will take the form of playing games or other interactive media) will be due the week after each is assigned and should be posted to your e-portfolio. These assignments will introduce students to close reading, analysis, and note-taking techniques.
- *Projects* - graded on concept (50%) and execution (50%). All projects must be accompanied by a brief statement outlining the goal of the work and describing the production process. Students are encouraged to experiment; to that end, students will be given leniency, in respect to their grade, if a project is not successful because they are working beyond their technical ability. Projects will be presented in class; students will be expected to critique each other's work. Project material should be posted to e-portfolio.
 - o Project 1: Board game
 - o Project 2: Digital game (most likely web-based)

FURTHER EXPECTATIONS

- Attendance is mandatory. If you miss more than 3 classes, your grade will be dropped a full letter grade. More than 6 missed classes will result in an F.
- On class days when projects are being worked on (not days when they're being presented), you will have to give a brief status report; let us know what you've been doing and what you're doing next – how you're managing your time.
- Bring your notes from readings and lectures - we will review them as part of the class discussions.

- You must cite your sources for any project elements that you don't create entirely from scratch. (Lectures will cover appropriate methods for citation.)
- Communication skills matter – your written proposals and project presentations will be evaluated on such things as grammar and clarity, as well as the content.

GRADING POLICY

Weighting	Assessment / Assignment
35%	Project 1: Board game
35%	Project 2: Digital game
25%	Reading responses
5%	Class participation

Final Grades:

Grade	Quality Points	Percentage
A	4.0	93.0% - 100.00%
A-	3.67	90.0% - 92.9%
B+	3.33	87.0% - 89.9%
B	3.00	83.0% - 86.9%
B-	2.67	80.0% - 82.9%
C+	2.33	77.0% - 79.9%
C	2.00	73.0% - 76.9%
C-	1.67	70.0% - 72.9%
D+	1.33	67.0% - 69.9%
D	1.00	60.0% - 66.9%
F	0	59.9 or below

Incompletes (I/IU): A grade of incomplete (“I”) indicates that additional course work is required to fulfill the requirements of a given course. Students may only be given an “I” grade if they have a passing average in coursework that has been completed and have well-defined parameters to complete the course requirements that could result in a grade better than the default grade. An “I” grade may not be assigned to a student who did not attend the course.

Prior to the end of the semester, students must initiate the request for an “I” grade and receive the instructor’s approval. Assignment of an “I” grade is at the discretion of the instructor.

The instructor must specify a default letter grade at the time the “I” grade is submitted. A default grade is the letter grade the student will receive if no additional coursework is completed and/or a grade change form is not filed by the instructor. “I” grades must be completed within 12 months – see the [Incomplete Grade Policy \(http://undergrad-catalog.buffalo.edu/policies/grading/explanation.shtml#incomplete\)](http://undergrad-catalog.buffalo.edu/policies/grading/explanation.shtml#incomplete) for the schedule. Individual instructors may set shorter time limits for removing an incomplete than the 12-month time limit. Upon assigning an “I” grade, the instructor shall provide the student specification, in writing or by electronic mail, of the requirements to be fulfilled, and shall file a copy with the appropriate departmental office.

Students must not re-register for courses for which they have received an “I” grade

ACADEMIC INTEGRITY

Academic integrity is a fundamental university value. Through the honest completion of academic work, students sustain the integrity of the university while facilitating the university's imperative for the transmission of knowledge and culture based upon the generation of new and innovative ideas. See the university [Undergraduate Academic Integrity Policy \(http://undergrad-catalog.buffalo.edu/policies/course/integrity.shtml\)](http://undergrad-catalog.buffalo.edu/policies/course/integrity.shtml)

ACCESSIBILITY RESOURCES

If you have any disability which requires reasonable accommodations to enable you to participate in this course, please contact the Office of Accessibility Resources, 25 Capen Hall, 645-2608, and also the instructor of this course. The Office of [Accessibility Resources \(http://www.student-affairs.buffalo.edu/ods/\)](http://www.student-affairs.buffalo.edu/ods/) will provide you with information and review appropriate arrangements for reasonable accommodations.

COURSE MATERIALS

- Readings will be made available through UBlerns

COURSE FEES

Media Study lab fee: \$125. All DMS courses with a production component are assessed this fee; the money is used to provide and maintain the equipment and software used in class.