

ludology

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	Ludology: the Study of Games	
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1 Description

We will play games from a variety of periods and genres. For each one we will analyze it's gameplay mechanics, art, story, and music. We will look at what the game tries to communicate, how want the player to feel.

2 Grading

Grades will be assigned based on class participation (i.e. contributing to discussions, listening respectfully to others, and cooperation in sharing the class materials with other students).

Students will have weekly assignments in the form of brief surveys getting them to think critically about what they've played in class.

Exapmle questions might be:

1. "What do you think is significant about the river at the top of the mountain?"
2. "What does the character's ability to rewind say about time?"

3. "Why did you make the choice you did in on Tatooine?"

50% Class participation.

50% Handouts.

3 Materials

Students should bring a notebook and pen/pencil to class. The weekly assignments will be written on the board and they'll be expected to copy them down into their notebook and answer them for the for next week.