

CS74.40: History of Games

Sections 4264 and 4812, Spring 2020 Course Syllabus

Instructor: Ethan Wilde, ewilde@santarosa.edu

Course Description

This course includes a comprehensive study of the evolution of games throughout human history, with an emphasis on early games' impact and influence on video games. Review of the technological and artistic antecedents, with analysis of how video games reflect the beliefs, aspirations and values of the cultures where they flourish. Study includes gameplay experience and analysis of notable game genres, identifying significant artistic and technological innovations. Students will investigate gameplay and create a non-digital game that is informed by the study of game history.

Recommended Preparation: Eligibility for ENGL 1A or equivalent

Prerequisites: None

Whether you want to make games or simply better your own motivations as a player of games, an understanding of the history of people playing games is fundamental. We will explore the long and many faceted history of humans playing games in this course.

Student Learning Outcomes

Students will be able to:

1. Interpret the interaction of society and culture with games throughout history and construct comprehensive analyses of the impact of video games on popular culture.
2. Analyze how technological innovations furthered the use of video games as a platform for artistic expression.
3. Compare and contrast video game styles and genres throughout time.

Upon completion of the course, students will be able to:

1. Discuss the history of games throughout human history using chronological reasoning.
2. Demonstrate higher-order thinking skills including evaluation and use of evidence about issues, problems, and explanations for the influence of video games on popular culture.
3. Explore problems in the history of game design and, where possible, solve them.
4. Develop, test, and evaluate rival hypotheses from primary sources about the history of video games.
5. Construct sound arguments and interpretation about video games and popular culture; and evaluate the arguments and interpretation of others.

Topics and Scope:

- I. Understanding Games and Culture
 - A. The relevance of games
 - B. Children's games
 - C. Games and human nature
 - D. Definitions of games
 - E. Games as closed systems
 - F. The field of play
 - G. A working definition of games
 - H. Elements of traditional games
 - I. Terminology of traditional games
 - J. Applications of play
- II. The Historical Origins of Game Forms
 - A. Games, play and culture
 - 1. Prehistoric games
 - 2. Knucklebones
 - B. Ancient board games
 - 1. Mancala
 - 2. Royal Game of Ur
 - 3. Knossos
 - 4. Games of ancient Egypt
 - 5. Games of ancient India
 - 6. Games of ancient China
 - 7. Games of ancient Rome
 - C. History of playing cards
 - 1. Chinese origins of playing cards
 - 2. Mamluk playing cards
 - 3. Cards in Europe
 - 4. Suit systems in Europe
 - 5. Tarot cards
 - 6. Prohibitions on cards and gambling
 - 7. Hanafuda cards
 - 8. Mahjong
 - D. Development of war games
 - 1. Games and warfare
 - 2. Rome and war
 - 3. Gladiator game
 - 4. Jousting
 - 5. Yabusame
 - 6. Buzkashi
 - 7. Aztec flower wars
 - 8. Koenigspiel
 - 9. Modern war games
- III. The Evolution of Games
 - A. The rise of commercial board games

1. The Industrial Revolution and game publishers
2. Snakes and Ladders
3. The first American board game
4. The Mansion of Happiness
5. The Game of Life
6. Education and games
7. Monopoly
8. The advent of narrative gaming
9. Dungeons & Dragons
- B. The morality of gaming
 1. Milton Bradley
 2. Parker Brothers
 3. 20th Century: competition, collapse and consolidation
- IV. The Birth of Electronic Gaming
 - A. 1940s - 1960s: Pioneers
 1. William Higinbotham and Tennis For Two
 2. Steve Russell and Spacewar!
 - B. 1961 - 1972: Early visionaries
 1. Ralph Baer and the Odyssey
 2. Nolan Bushnell and Computer Space
- V. 1972 - 1976: Atari and the Rise of Arcade Games
 - A. Al Alcorn and Pong
 - B. Competition emerges
- VI. 1977 - 1979: An Industry Matures
 - A. Video games become a consumer project
 - B. Gaming in Japan and the growth of Nintendo - Hiroshi Yamaguchi
- VII. 1980 - 1982: High Water Mark
 - A. Golden age of arcade games
 - B. Game designers recognized as creative artists
- VIII. 1983 - 1985: Crash and Recovery
 - A. Demise of Atari: lessons learned
 - B. Nintendo in Japan and North America
 1. Nintendo's NES and its impact
 2. Shigeru Miyamoto
 - C. Legal status of video games: significant legal decisions
 - D. Behind the Iron Curtain: Alexey Pajitnov and Tetris
- IX. 1986 - 1991: The Console Wars Continue
 - A. Nintendo vs Sega
 - B. Yuji Naka and Sonic the Hedgehog
 - C. Differences between Japanese and North American consumers
 - D. Gunpei Yokoi and the Gameboy
- X. 1992 - 1994: The Arrival of 32-Bit Consoles
 - A. Controversies, Congress and the ESRB
 - B. Sony and the PlayStation
 - C. Evolution of PC Games
- XI. 1995 - 1999: 64-Bit and the Birth of Online Gaming

- XII. 2000 - 2001: Sony, Sega, Sims and Sixth Generation Consoles
 - A. PlayStation leads the pack
 - B. Demise of Sega: Death of Dreamcast
 - C. Xbox and GameCube arrive
 - D. Will Wright and The Sims
- XIII. 2001 and Beyond: Challenges in the New Millennium
 - A. New platforms and business models emerge
 - 1. Social, mobile, and free-to-play
 - 2. The Wii and its broad appeal
 - 3. Rebirth of casual gaming
 - B. Serious games as a creative platform
 - C. Online software distribution
 - D. Indie games go mainstream - Markus Person and Minecraft
 - E. Edu-gaming
 - F. Gamification
 - G. Ethics, controversies, and challenges
 - 1. Violence in games
 - 2. Inclusivity: race, gender, and LGBTQ+
 - 3. Industry workplace issues
 - 4. Addiction
- XIV. Games in Film, Television, Music and Print
 - A. The fear of technology as expressed in films about AI and games
 - 1. 2001: A Space Odyssey
 - 2. Tron
 - 3. WarGames
 - B. Utopian and dystopian visions of virtual reality in film, books, and popular culture
 - 1. The Matrix
 - 2. Black Mirror "Santa Rosa" episode
 - 3. William Gibson
 - C. Commodification and popularization of game characters in music and popular culture
 - 1. Character franchises of Nintendo and Sega
 - 2. Integration of popular music in console titles
- XV. The Aesthetics of Video Game Design
 - A. Ludology vs narratology
 - B. Game aesthetics shared with other art forms
 - C. Playtesting and the aesthetics of interactivity
- XVI. Non-Digital Game Design
 - A. MDA: mechanics, dynamics, and aesthetics
 - 1. Mechanics
 - 2. Dynamics
 - 3. Aesthetics
 - B. Game design documents
- XVII. The Future of the Video Game Industry

Assignments:

1. Read approximately 25-30 pages a week from instructor-provided reading materials
2. Create two (2) timelines of periods in the history of games, such as the rise of home gaming consoles
3. Prepare five (5) written documents that address the influence of historical facts, relevant court cases, social movements, and technological advances, on specific games or trends in the history of games, three to seven (3-7) pages each
4. Regular participation in nine (9) online discussion forums
5. Playtest six (6) online versions of traditional and/or modern games and provide analysis on game mechanics, dynamics, and aesthetics
6. Midterm and final exams

Class Meetings

Spring 2020 Schedule

Class Delivery	Day and Time	Platform
Online or Face to Face Meetings	Weeks start on Wednesdays	Canvas shell or Maggini 2926
Live weekly Web conference (optional) https://cccconfer.zoom.us/j/718711452	Wednesdays, 12:00pm - 2:50pm	Zoom

All class materials for each module will be released online in Canvas on Wednesdays throughout the entire semester. A weekly live meeting will be held on Wednesdays, 12:00pm - 2:50pm in Maggini 2926.

Instructor Contact

Ethan Wilde

Email: ewilde@santarosa.edu

Phone: 707-527-4855

Spring 2020 Office Hours
January 14 – May 14, 2020

Day	Time	Location
Wednesdays (in office)	10:40am - 11:40am	Maggini 2937 (inside Computer Studies Dept office on 3rd floor)
Thursdays (online)	10:40am - 4:40pm	Online: Email ewilde@santarosa.edu or Skype ethanwilde

» [Reserve a future office hour appointment](#)

I typically respond to emails within 48 hours, weekends excepted. I never respond on Sundays.

Course Web Site

Students will use the Canvas course web site for reading, assignment instructions, submitting assignments, viewing classmates' work, sharing resources, and viewing grades. *The Google Chrome browser is recommended for viewing the Canvas-powered course site. Internet Explorer is not recommended.*

Equipment

- A **personal computer**, either at home, work or on the Santa Rosa or Petaluma campuses.

Required Software + Services

- **Internet access**
- **Web browsers** including:
 - [Google Chrome](#) recommended
 - [Mozilla Firefox](#) recommended
- **Cloud hosting + development services**
 - [MIT Scratch](#) simple coding IDE that is optional for all students. Scratch will provide a code editor without any additional software needed. *You may create a free account at MIT Scratch.*
- **2D Graphics software** such as:
 - [Pixlr](#) browser-based image editor
 - [Draw.io](#) browser-based drawing application
- **PDF display software** such as:
 - [Adobe Reader](#)

- **Word Processing software** such as:
 - [Microsoft Word](#)
 - [Google Docs](#)
 - [Apple Pages](#)

Important Dates

Day Class Begins: Wednesday, January 15, 2020

Day Class Ends: Friday, May 22, 2020

Last Day to Add without instructor's approval: Sunday, January 19, 2020

Last Day to Drop with refund: Sunday, January 26, 2020

Last Day to Add with instructor's approval: Sunday, February 2, 2020

Last Day to Drop without a 'W' symbol: Sunday, February 2, 2020

Last Day to Opt for Pass/No Pass: Sunday, February 23, 2020

Last Day to Drop with a 'W' symbol: Sunday, April 19, 2020

Dropping the Class

If you decide to discontinue this course, it is your responsibility to officially drop it. A student may be dropped from any class when that student's absences exceed ten percent (10%) of the total hours of class time. It is strongly advised that if you need to miss more than one class/homework deadline in a row that you contact the instructor to avoid being dropped from the class.

Attendance

Students who fail to complete the requirements of the first and second class modules will be dropped by the instructor. **Students enrolled in the online section 4812 must view and participate in online materials released each week in the Modules section of the course Canvas website. Students enrolled in the face-to-face section 4264 must attend class in person each week, as well as view and participate in online materials released each week.**

Pass-NoPass (P/NP)

You may take this class P/NP. You must decide before the deadline, and add the option online with TLC or file the P/NP form with Admissions and Records. With a grade of C or better, you will get P.

You must file for the P/NP option by February 23, 2020. Once you decide to go for P/NP, you cannot change back to a letter grade. If you are taking this course as part of a certificate program, you can probably still take the class P/NP. Check with a counselor to be sure.

Instructor Announcements

The instructor will post announcements on the “Announcements” page in Canvas throughout the semester. Canvas notifies students according to their preferred Notification Preferences.

Late Policy

All assignments are due at 11:59pm Pacific time on the Tuesday corresponding to the due date. A late submission will receive a 10% penalty for each week it is late. Submissions more than two weeks late are not accepted without prior written arrangement.

Exams

There will be online midterm and final exams. The material comes from the online reading, class lectures and supplemental materials. If any exam is missed, a zero will be recorded as the score, unless you have made prior written arrangements with me. It is your responsibility to take the exams by the due date.

Grading Policy

Click the “Grades” link in Canvas to keep track of your grades. I grade once a week and post grades and comments in the Canvas gradebook.

Grades will be assigned as follows:

Letter Grade	Percentage	Points Total
A	90% - 100%	900 points or more

Letter Grade	Percentage	Points Total
B	80% - 89%	800 to 899 points
C	70% - 79%	700 to 799 points
D	60% - 69%	600 to 699 points
F	59% or lower	599 points or less

If taking Pass/No Pass you need at least 70% of the total class points and to complete the midterm exam and the final exam to pass the class.

Grading Breakdown

Percent	Points	Grading Category
60%	600 points	Timelines + Written Documents
15%	150 points	Playtesting Reports
10%	100 points	Discussions + Attendance (Participation)
1%	10 points	Syllabus Quiz
7%	70 points	Midterm
7%	70 points	Final Exam
100%	1000 points	1000 points possible

Standards of Conduct

Students who register in SRJC classes are required to abide by the SRJC Student Conduct Standards. Violation of the Standards is basis for referral to the Vice President of Student Services or dismissal from class or from the College. See the [Student Code of Conduct page](#).

Collaborating on or copying of tests or homework in whole or in part will be considered an act of academic dishonesty and result in a grade of 0 for that test or assignment. Students are encouraged to share information and ideas, but not their work. See these links on Plagiarism:

[SRJC Writing Center Lessons on avoiding plagiarism](#)

[SRJC's statement on Academic Integrity](#)

Special Needs

Every effort is made to conform to accessibility standards for all instructor-created materials. Students should contact their instructor as soon as possible if they find that they cannot access any course materials. Students with disabilities who believe they need accommodations in this class are encouraged to contact Disability Resources by calling (707) 527-4278 or visit online at drd.santarosa.edu.

Student Health Services

Santa Rosa Junior College offers extensive health services to students. Visit Student Health Services online at shs.santarosa.edu or call them at (707) 527-4445.

Course Outline

Start Date	Canvas Module	Topics	Assignments
1/15	Week 1	Understanding Games and Culture	Assignment 1: Syllabus Quiz Discussion 1: Check-in Discussion
1/22	Week 2	The Historical Origins of Game Forms	Assignment 2: Playtest: Traditional Games

1/29	Week 3	The Evolution of Games	Discussion 2: Evolution of Games
2/5	Week 4	The Birth of Electronic Gaming	Assignment 3: Timeline: Early Game History
2/12	Week 5	1972 - 1976: Atari and the Rise of Arcade Games	Discussion 3: Arcade Games
2/19	Week 6	1977 - 1979: An Industry Matures	Assignment 4: Paper: Early Video Games
2/26	Week 7	1980 - 1982: High Water Mark	Assignment 5: Playtest: Arcade Games Discussion 4: Early Rise and Fall
3/4	Week 8	1983 - 1985: Crash and Recovery	Assignment 6: Paper: The Crash of 1983
3/11	Week 9	1986 - 1991: The Console Wars Continue	Midterm Exam Discussion 5: The Console Wars
3/25	Week 10	1992 - 1994: The Arrival of 32-Bit Consoles	Assignment 7: Playtest: Early Console Games
4/1	Week 11	1995 - 1999: 64-Bit and the Birth of Online Gaming	Assignment 8: Paper: Online Gaming Discussion 6: Online Gaming
4/8	Week 12	2000 - 2001: Sony, Sega, Sims and Sixth Generation Consoles	Assignment 9: Playtest: 90s Console Games
4/15	Week 13	2001 and Beyond: Challenges in the New Millennium	Assignment 10: Paper: 21st Century Games Discussion 7: 21st Century

			Challenges and Opportunities
4/22	Week 14	Games in Film, Television, Music and Print	Assignment 11: Timeline: Consoles + Culture
4/29	Week 15	The Aesthetics of Video Game Design	Assignment 12: Playtest: Contemporary Video Games Discussion 8: Game Design
5/6	Week 16	Non-Digital Game Design	Assignment 13: Paper: Your Game Design Document
5/13	Week 17	The Future of the Video Game Industry	Assignment 14: Playtest: Your Favorite Game Discussion 9: The Future
5/18 Mon	Week 18	No Regular Class	Final Exam

Note to students: the assignments listed above will become available as modules are released in sequence each week. To view course content, go to **Modules**.