

XVII. The Future of the Video Game Industry

Assignments:

1. Read approximately 25-30 pages per module 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) double-module-length and eight (8) single-module-length 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

Course Outline of Record

You may find the official course outline of record for this course at the following link:

https://portal.santarosa.edu/srweb/SR_CourseOutlines.aspx?ck=CS40

Combined Sections

This class is being offered in two combined sections. Section 4812 is offered as an asynchronous online section, while section 4088 is offered as a synchronous hybrid section with in-person attendance required. Your name and coursework may be visible to students in both sections.

Class Meetings

Spring 2023 Schedule

Class Delivery	Day and Time	Modality
Section 4088: In-person classes with mandatory attendance in Maggini 2920.	Wednesdays, 10:00am - 11:30am	Live lecture
Section 4812: Live weekly Web conference (optional) https://santarosa-edu.zoom.us/j/718711452	Wednesdays, 10:00am - 11:30am	Zoom
Online course materials for both sections available via Canvas course website	Weeks start on Wednesdays	Canvas

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, 10:00am - 11:30am in Maggini 2920 and online via Zoom. Students in section 4088 must attend all class meetings in-person. Students in section 4812 may attend live web conferences, which is highly recommended, or they may watch the entire screencast recording of the web conference. Use the Zoom link above to join live only on Wednesdays, 10:00am - 11:30am. To view any weekly lecture's recorded screencast, visit the Screencast page for any week in the Modules section.

Instructor Contact

Ethan Wilde

Email: ewilde@santarosa.edu

Phone: 707-527-4855

Spring 2023 Office Hours *January 23 – May 15, 2023*

Day	Time	Location
Mondays (online)	9:00am - 1:20pm	Online: Skype ethanwilde or Email ewilde@santarosa.edu
Thursdays (in-person)	10:00am - 12:20pm	Maggini Hall - CS Dept Office

[» 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 to access all course content, 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
- **2D Graphics software** such as:
 - [Pixlr](#) browser-based image editor
 - [Diagrams.net](#) 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 18, 2023

Day Class Ends: Friday, May 19, 2023

Last Day to Add without instructor's approval: Tuesday, January 24, 2023

Last Day to Drop with refund: Sunday, January 29, 2023

Last Day to Add with instructor's approval: Sunday, February 5, 2023

Last Day to Drop without a 'W' symbol: Sunday, February 5, 2023

Last Day to Drop with a 'W' symbol: Sunday, April 23, 2023

Last Day to Opt for Pass/No Pass: Friday, May 19, 2023

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 may be dropped by the instructor. **Students must view and participate in online materials released each module in the Modules section of the course Canvas website.**

Pass-NoPass (P/NP)

You may take this class P/NP. You must decide before the deadline, and add the option online within your student portal 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 May 19, 2023. 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

Please make a plan before the course starts to allow yourself the necessary time each module to complete the required reading, watching, online discussion posting, and assignments. The official Course Outline of Record for this three-unit semester-length course stipulates that each student is expected to complete 157.5 hours of learning for the class. This works out to 9 hours per module for each of the seventeen modules of regular instruction along with 4.5 hours for the Final Exam module. If you plan accordingly, you can avoid submitting assignments late.

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 module it is late. Submissions more than two modules late are not accepted without prior written arrangement.

Exams

There will be online midterm and final exams. The material comes from the online reading, viewing, 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
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 zero for that test or assignment, except for assignments that allow collaboration. Students are encouraged to share information and ideas, but not their work. See these links on Plagiarism:

- [SRJC's Statement on Academic Integrity](#)
- [SRJC Board Policy 8.2.8](#)

I expect each student to maintain high standards of civility and respect when communicating with each other. The following rules of netiquette should be observed in all class discussions and communications:

- Be kind and respectful to others
- Use full sentences
- Avoid jargon and acronyms
- Use language that supports others

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
1/18	Module 1	Understanding Games and Culture	<ul style="list-style-type: none">• Assignment 1: Syllabus Quiz• Discussion 1: Check-in Discussion

Start Date	Canvas Module	Topics	Assignments
1/25	Module 2	The Historical Origins of Game Forms	<ul style="list-style-type: none"> • Assignment 2: Playtest: Traditional Games • Outside the Box Discussion 1
2/1	Module 3	The Evolution of Games	<ul style="list-style-type: none"> • Discussion 2: Evolution of Games
2/8	Module 4	The Birth of Electronic Gaming	<ul style="list-style-type: none"> • Assignment 3: Timeline: Early Game History • Outside the Box Discussion 2
2/15	Module 5	1972 - 1976: Atari and the Rise of Arcade Games	<ul style="list-style-type: none"> • Discussion 3: Arcade Games
2/22	Module 6	1977 - 1979: An Industry Matures	<ul style="list-style-type: none"> • Assignment 4: Paper: Early Video Games • Outside the Box Discussion 3
3/1	Module 7	1980 - 1982: High Water Mark	<ul style="list-style-type: none"> • Assignment 5: Playtest: Arcade Games • Discussion 4: Early Rise and Fall
3/8	Module 8	1983 - 1985: Crash and Recovery	<ul style="list-style-type: none"> • Assignment 6: Paper: The Crash of 1983 • Outside the Box Discussion 4
3/15	Module 9	1986 - 1991: The Console Wars Continue	<ul style="list-style-type: none"> • Midterm Exam • Discussion 5: The Console Wars

Start Date	Canvas Module	Topics	Assignments
3/22	No Class	Spring Break	
3/29	Module 10	1992 - 1994: The Arrival of 32-Bit Consoles	<ul style="list-style-type: none"> • Assignment 7: Playtest: Early Console Games • Outside the Box Discussion 5
4/5	Module 11	1995 - 1999: 64-Bit and the Birth of Online Gaming	<ul style="list-style-type: none"> • Assignment 8: Paper: Online Gaming • Discussion 6: Online Gaming
4/12	Module 12	2000 - 2001: Sony, Sega, Sims and Sixth Generation Consoles	<ul style="list-style-type: none"> • Assignment 9: Playtest: 90s Console Games • Outside the Box Discussion 6
4/19	Module 13	2001 and Beyond: Challenges in the New Millennium	<ul style="list-style-type: none"> • Assignment 10: Paper: 21st Century Games • Discussion 7: 21st Century Challenges and Opportunities
4/26	Module 14	Games in Film, Television, Music and Print	<ul style="list-style-type: none"> • Assignment 11: Timeline: Consoles + Culture • Outside the Box Discussion 7
5/3	Module 15	The Aesthetics of Video Game Design	<ul style="list-style-type: none"> • Assignment 12: Playtest: Contemporary Video Games • Discussion 8: Game Design

Start Date	Canvas Module	Topics	Assignments
5/10	Module 16	Non-Digital Game Design	<ul style="list-style-type: none"> • Assignment 13: Paper: Your Game Design Document • Outside the Box Discussion 8
5/17	Module 17	The Future of the Video Game Industry	<ul style="list-style-type: none"> • Assignment 14: Playtest: Your Favorite Game • Discussion 9: The Future
5/22 Mon – 5/26 Fri	Module 18	No Regular Class <i>(Exam online, no regular class meeting)</i>	<ul style="list-style-type: none"> • Final Exam <i>due 5/26</i>

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

All of the original material found on this online course website is the property of the instructor, Ethan Wilde. My lectures and course materials, including slide presentations, online materials, tests, outlines, and similar materials, are protected by U.S. copyright law and by College policy. I am the exclusive owner of the copyright in those materials I create. You may take notes and make copies of course materials for your own use. You may also share those materials with another student who is registered and enrolled in this course. You may not reproduce, distribute or display (post/upload) lecture notes or recordings or course materials in any other way — whether or not a fee is charged — without my express written consent. You also may not allow others to do so.

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