Introduction and Syllabus

Intro + 4 game units

Each game unit
  • historical setting
  • game
  • play
  • discussion

Conclusion

Marcus Schaefer

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office hours: M 3:10-4:40 and W 10:10-11:40
  if times don’t work, contact me, we can set up
  meetings at other times

email: mschaefer@cti.depaul.edu
**Introductions**

- Name
- Last non-computer game you played

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**GAM 206**

- Using games to explore history
- Using history to explore games

Method: case study

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### Game Time & Place

<table>
<thead>
<tr>
<th>Game</th>
<th>Time &amp; Place</th>
</tr>
</thead>
<tbody>
<tr>
<td>Senet</td>
<td>Egypt, Middle Kingdom</td>
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<tr>
<td>Chess</td>
<td>Medieval Iberia</td>
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<tr>
<td>Faro</td>
<td>Frontier America</td>
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<tr>
<td>Pokemon Trading Card Game</td>
<td>Late 20th century Japan</td>
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</tbody>
</table>
Grading

Quizzes (20%)
- every day (except gameplay days)
- on day's reading

Gameplay leader (25%)
- attend gameplay leader session
- teach group how to play game
- lead group in gameplay session
- lead discussion on sources

Research paper (40%)
- pick a pre-1950 game
- play it, study it, write about it

Participation (15%)

Gameplay leader

- lead your group during your unit
- teach the game to your group
  - attend gameplay leader session 1/14
  - Pokemon TCG leaders need Pokemon deck by then
- lead discussion at end of unit

<table>
<thead>
<tr>
<th>Game</th>
<th>Play</th>
<th>Discussion</th>
</tr>
</thead>
<tbody>
<tr>
<td>Senet</td>
<td>1/23</td>
<td>1/28</td>
</tr>
<tr>
<td>Medieval Chess</td>
<td>2/6</td>
<td>2/11</td>
</tr>
<tr>
<td>Faro</td>
<td>2/20</td>
<td>2/25</td>
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<tr>
<td>Pokemon TCG</td>
<td>3/5</td>
<td>3/10</td>
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</tbody>
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Research Paper

Research, play, and write about historical game
not used in class
created and played before 1950
only one paper per game (so sign up early)

Schedule
- 1/16: pick game
- 1/30: preliminary bibliography
- 2/11: game analysis
- 2/20: annotated bibliography
- 2/27: thesis statement
- 3/19: final paper
Resources

Game library
9th floor PC Game lab
http://www.defrag.depaul.edu/labs/status.php

card games, board games, video games …
can check out with student ID (not video games)

DeFrag
http://www.defrag.depaul.edu/

Course Online
https://col.cit.depaul.edu/

Course web-page
http://ovid.cs.depaul.edu/Classes/GAM206-W08/GAM206.htm

Outline

Week 1 a Introduction: Games, History and Gameplay

Week 2-3 a Unit 1: Egypt and Race Games

Week 4-5 a Unit 2: Chess in Medieval Europe

Week 6-7 a Unit 3: Gambling in America

Week 8-9 a Unit 4: Japanese video games: games as mass culture

Week 10 a Conclusion

detailed schedule:
http://ovid.cs.depaul.edu/Classes/GAM206-W08/GAM206_schedule.htm