

# GAM 206 HISTORY OF GAMES

Introduction and Syllabus

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## Structure

*Intro + 4 game units*

*Each game unit*

- *historical setting*
- *game*
- *play*
- *discussion*

*Conclusion*

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## Contact Info

*Marcus Schaefer*

*office: CS&T 749 (x 25244)*

*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*

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## 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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## GAM 206

Game	Time & Place
Senet	Egypt, Middle Kingdom
Chess	Medieval Iberia
Faro	Frontier America
Pokemon Trading Card Game	Late 20 <sup>th</sup> century Japan

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## 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%)

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## 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

	Play	Discussion
Senet	1/23	1/28
Medieval Chess	2/6	2/11
Faro	2/20	2/25
Pokemon TCG	3/5	3/10

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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

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## Resources

Game library

9<sup>th</sup> 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.cti.depaul.edu/>

Course web-page

<http://ovid.cs.depaul.edu/Classes/GAM206-W08/GAM206.htm>

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## Outline

Week 1 □ Introduction: Games, History and  
Gameplay

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

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

Week 6-7 □ Unit 3: Gambling in America

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

Week 10 □ Conclusion

detailed schedule:

<http://ovid.cs.depaul.edu/Classes/GAM206-W08/GAM206-schedule.htm>

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