

CMPM 80K: Summer 2020 Edition

Course Description

This course focuses on two questions: How are games made? and What can games be about? We cover these two questions together, because their answers are closely related.

We will focus on the elements that make computer games compelling — from their rules and simulated worlds to their stories and social experiences. Over the quarter, students will build a series of games and practice analytical writing about games. Students in this class will read about games, listen to podcast episodes about games, watch videos about games, and importantly, play games with a critical eye.

No programming experience is necessary.

Course Basics

CMPM 80K Summer2020

Instructor: James Fey

Instructor email address: jfey@ucsc.edu

Instructor Remote Video Office Hours:

If you would like to make an appointment, please [Go to this appointment page for this calendar](#).

On Friday's I will be holding open office hours at a link which will be added on canvas. (Friday's 1:00-2:00PM PST)

Lecture Zoom Link: Tu 10:00am to 1:30pm PST on Zoom: [Link](#)

TAs:

Lee Taber (TBD) ltaber@ucsc.edu

Mirek Stole (TBD) mstolee@ucsc.edu

What are we going to learn (aka, course description 2):

We've got A LOT to cover in 5 weeks and this online format can make it difficult to be "up to date." This is a survey class which basically means you're going to learn a little bit of everything about games. There's going to be some history of games, Some history on the study of games (different thing from the first one), Different applications of games, How to make them, How to improve them, how to critique and evaluate them in a thoughtful way, how many different types

of jobs are involved in industry game development, how to work together to create games, how to talk about games and probably a few facets of game design that I'm missing here have buried in my class notes.

This class will have a hybrid format:

-On Tuesdays at 10 am I will get on zoom and record the main lecture material for that week. I strongly recommend that you attend if you can as it makes asking questions easier and, for my own benefit, I get to feel like I'm talking to an audience rather than the hollow eye of my webcam. If you cannot attend, that is no problem, I will aim to get the lecture up by midnight of that same Tuesday or, at worst, within 24 hrs.

(<https://ucsc.zoom.us/j/97980687615?pwd=Q09YaXZEUThTcFB5SUK2OTR3S0RrQT09>)

-By Thursday morning I will also have posted supplemental videos that either I make or online industry talks. Please try and keep up to date on this material as much as you can. Fight the voice that says "I can watch all this stuff at 4 times speed in week 5." We will have some guest talks this quarter from as many of my professional/academic contacts as I can wrangle and this will be a similar situation as lectures, I'll post a zoom link that you can join and be a part of the talk live or you can watch the recording when I post it.

-You will attend a weekly session with your TA and section mates which will be mandatory, please check which section you are in. This will be an opportunity to playtest your projects and get feedback. This is an extremely important part of the game design process. Also in week 3 this will be the time and place to find teammates for your second and final project. Teammates are mandatory. We will talk about that later though. The point is, go to your section... please.

-#70823 DIS 01A Monday 04:30PM-06:00PM

-#70824 DIS 01B Monday 06:00PM-07:30PM

-#70825 DIS 01C Wednesday 04:30PM-06:00PM

-#70846 DIS 01D Wednesday 06:00PM-07:30PM

Assignments:

There will be two game projects with multiple in-progress assignments along with reflective writings and project write ups. The second game will be your final project. Additionally, there will be at least one reflective/analytical essay in which you will make use of language and concepts from the readings.

Grade Breakdown

- Critical Writing: 25%
- Game Making and Analysis 50%
- Final project (game): 25%

Late Assignments

All assignment grades are reduced by 10% for each day late, to a maximum of 50%. Barring exceptional circumstances (which must be explained to your TA's satisfaction) no assignments more than one week late will be accepted. Turn in late assignments as described in the assignment description. You may also be invited by your TA to re-do an assignment, in which case a specific due date will be provided.

Books and Supplemental Media Material:

Our two main texts for this class will be supplied to you as a funky preprint ebook license from MITpress. I've got EXACTLY ENOUGH licences for this class. This means once you create an account and use the links I will provide, don't click that link again. That said, if you do click the link for the first time and see something along the lines of "This link has exhausted it's allotted licenses" please email me and I will beg MIT press for more. I will have a tutorial on how to get the books posted on canvas over this weekend. There will also be web articles, material on canvas, links to videos or podcasts, as well as links to games. Some of the games and such may cost money but we're looking at somewhere between \$10-15 total for this class.

Tools you should look at:

A primary component of this class will be actually making games. You will have two different projects, a solo project in a text based game creation tool called [Twine](#), and a partner/small-team graphical game in a web based game creation tool called [Construct 3](#). We'll spend some time in sections going over these tools but I HIGHLY recommend looking at them in your own time and getting familiar with what they can do as soon as possible. It will make the rest of the time go much smoother and you can focus on creating the best possible game design rather than grappling with trying to figure out an inventory system for your text based saga. These are free tools. Construct has some limitations with the free version but you will make a free account, confirm your email, and some of those limitations will be lessened (more on that later).

Questions & Contact

- **Course issues and questions.** Questions about course issues and assignments should start at the class discussions on Canvas, the "Discussions" section of this site. Do not post phone numbers or other personal information to Canvas. First check to see if a question like yours has already been answered. If it has not, and your question does not raise privacy concerns, post it. If you have a question that requires privacy, or if you are not able to get a satisfactory answer through the forums, ask the TA for your section directly. Sending email and asking in section are the best routes.

Illness or emergency

The UCSC health center does not provide medical excuses. In recognition of this, you should simply email your TA before any lecture or lab meeting that you are too ill to attend. Every student, regardless of illness, will have their two clicker quizzes with the lowest grade dropped from the grading process. If you miss more than one quiz due to illness, please contact your TA. Similarly, if an assignment will be unavoidably late due to illness, please contact your TA. The same policies apply for family emergencies, transportation failures, and so on.

Accommodations

UC Santa Cruz is committed to creating an academic environment that supports its diverse student body. If you are a student with a disability who requires accommodations to achieve equal access in this course, please submit your Accommodation Authorization Letter from the Disability Resource Center (DRC) to me privately during my office hours or by appointment, preferably within the first two weeks of the quarter. At this time, I would also like us to discuss ways we can ensure your full participation in the course. I encourage all students who may benefit from learning more about DRC services to contact DRC by phone at 831-459-2089, or by email at drc@ucsc.edu. *If you feel comfortable, please also reach out to your TA if you need accommodations in section, or even have less-formal accessibility requests relating to section, TA/tutor instruction, or assignments.*

Academic integrity

Of course, academic integrity is expected of all students. Operating another student's clicker is academic dishonesty and will be reported to your college for disciplinary action. All answers on quizzes should come from your memory of course material. All ideas and writing in the analysis assignments and final essay should be yours unless credited to others (and properly cited). All project work presented as yours should be carried out by you. And so on.

Team problems

If you are having issues with a project partner, please let your TA know *as soon as possible*. Learning about working together as a team is an important part of this course — and learning isn't always easy. If your partner is not pulling their weight, you should let a TA know. We may be able to meet with you to intervene, and we may also be able to do differential grading (which will not be possible if you complain after the class is done).

BELOW THIS IS GENERAL SUMMER SESSION INFORMATION (Key dates, DRC, Tutoring, Academic Dishonesty, Important Summer Session Remote 2020 Deadlines:

Session 1:

Drop: Monday, June 29

Request for "W": Friday, July 10

Session 2:

Drop: Monday, August 3

Request for "W": Friday, August 14

8-Week:

Drop: Monday, July 6

Request for "W": Friday, July 24

10-Week:

Drop: Monday, July 6

Request for "W": Friday, July 24

Summer is unique. **You will not be dropped for non-attendance or non-payment.** You must drop yourself. Dropping before the deadline results in a full-tuition reversal/refund. Withdraw posts a W for the grade and full tuition is charged (no refund).

For all dates and deadlines, including 'change of grade option' (P/NP) and grades due, here is the summer academic calendar: <https://summer.ucsc.edu/studentlife/index.html>

For questions about dropping, requesting a W grade for a course, or withdrawing from the summer quarter, email summer@ucsc.edu.

DRC Remote Accommodations:

The Disability Resources Center reduces barriers to inclusion and full participation for students with disabilities by providing support to individually determine reasonable academic accommodations. Operations continue via remote appointments. If you have questions or concerns about exam accommodations or any other disability-related matter, email the DRC Schedulers at drc@ucsc.edu for an appointment.

Small Group Tutoring

Small Group Tutoring (SGT) supports students academically to advance educational equity by designing inclusive learning environments outside of the classroom. In SGT, you can expect the Tutor to facilitate cooperative group activities designed to have students work together on the course content and develop study skills for the course. SGT is offered at least three times each week for the entire quarter. The Tutor is an undergraduate student who took the class, did well, and is trained to facilitate group sessions to focus on students' needs to succeed in the course. SGT is open to all students enrolled in the class and they must sign up on our online system: TutorTrac. When students sign up for SGT, they are committing to attend every week. For Summer 2020, students can begin signing up for tutoring on **Monday, June 22rd** and tutoring will begin **Wednesday, June 24th**. Students only have to sign up once for tutoring and their

appointments will repeat weekly. Sign-ups will close on **Friday, August 14th** for all Summer Session Sign-Ups. This means that after **August 14th**, no new students can sign up for tutoring.

Want SGT to be successful for you? Bring your books, lecture notes, questions, and be open to working collaboratively with your peers. You can sign up using this link:
<https://ucsc.go-redrock.com/tracweb40/NoAccess.4sp?errText=insufficient%20credentials%20to%20view%20content>

You can also find the link on our website: <https://lss.ucsc.edu/index.html>

Academic Dishonesty

Academic integrity is the cornerstone of a university education. Academic dishonesty diminishes the university as an institution and all members of the university community. It tarnishes the value of a UCSC degree. All members of the UCSC community have an explicit responsibility to foster an environment of trust, honesty, fairness, respect, and responsibility. All members of the university community are expected to present as their original work only that which is truly their own. All members of the community are expected to report observed instances of cheating, plagiarism, and other forms of academic dishonesty in order to ensure that the integrity of scholarship is valued and preserved at UCSC.

In the event a student is found in violation of the UCSC Academic Integrity policy, he or she may face both academic sanctions imposed by the instructor of record and disciplinary sanctions imposed either by the provost of his or her college or the Academic Tribunal convened to hear the case. Violations of the Academic Integrity policy can result in dismissal from the university and a permanent notation on a student's transcript.

For the full policy and disciplinary procedures on academic dishonesty, students and instructors should refer to the [Academic Integrity page](#) at the Division of Undergraduate Education.

Title IX:

The university cherishes the free and open exchange of ideas and enlargement of knowledge. To maintain this freedom and openness requires objectivity, mutual trust, and confidence; it requires the absence of coercion, intimidation, or exploitation. The principal responsibility for maintaining these conditions must rest upon those members of the university community who exercise most authority and leadership: faculty, managers, and supervisors.

The university has therefore instituted a number of measures designed to protect its community from sex discrimination, sexual harassment, sexual violence, and other related prohibited conduct. [Information about the Title IX Office](#), the [online reporting link](#), applicable campus resources, reporting responsibilities, the [UC Policy on Sexual Violence and Sexual Harassment](#),

and the UC Santa Cruz Procedures for Reporting and Responding to Reports of Sexual Violence and Sexual Harassment can be found at titleix.ucsc.edu.

The Title IX Office is actively responding to reports and requests for consultation. If you are not currently working with someone in the office and want to make a report/request a consult, you can expect the fastest response by using our [online reporting link](#).

For more information please visit the [Title IX Operations under Covid-19](#) page.