CTCS-505 COURSE MODULES

Each module contains a set of recommended readings. For your week, your group will select at least two of those readings to present, and augment them with at least two additional readings that you will find on your own. <u>You must provide the class with your additional readings (ie, links or hard copies) and the names of the readings from this list that you have selected at least **one week** in advance.</u> To do this, just bring the list you've curated into class the week before. Please print out enough copies for everyone to have their own – or find some more tree-friendly solution that works just as well.

Many of the readings listed here can be found in Salen and Zimmerman's excellent collection, *The Game Design Reader: A Rules of Play Anthology* (MIT Press, 2005). Readings in italics are full-length books. Other readings not in *The Game Design Reader* and which do not have web links listed can usually be found through a little Googling…

These modules are meant to function as starting points. Use your presentation as an opportunity to take the conversation in whatever direction you wish.

Activist and "Serious" Games
- Ian Bogost, "The Rhetoric of Video Games" and/or *Persuasive Games: The Expressive Power of Videogames*

- Mary Flanagan, "Values at Play"

- Jane McGonigal, "Why I Love Bees: A Case Study in Collective Intelligence Gaming"

- Seymour Papert, *Mindstorms: Children, Computers, and Powerful Ideas*

- Augusto Boal, *Theatre of the Oppressed*

- Stephen Duncombe, *Dream: Re-Imagining Progressive Politics in an Age of Fantasy*

Aesthetics
- Myron Krueger, "Responsive Environments"

- Mihaly Csikszentmihalyi , *Flow*

- Jenova Chen, "Flow in Games (and everywhere else)"

- David Sudnow, "Eyeball and Cathexis"

- Doug Church, "Formal Abstract Design Tools"

- Robin Hunicke et al, "MDA: A Formal Approach to Game Design and Game Research"

Community
- Richard Bartle, "Hearts, Clubs, Diamonds, Spades: Players who Suit MUDs"

- Edward Castronova, "Virtual Worlds: A First Hand Account of Market and Society on the Cyberian Frontier"

- Clifford Geertz, "Deep Play: Notes on the Balinese Cockfight"

- Eric Raymond, *The Cathedral and the Bazaar*

- Anna Anthropy, *Rise of the Videogame Zinesters*

Computation: Machines, Operators, and Platforms

- Alexander Galloway, "Gamic Action: Four Moments" in *Gaming: Essays on Algorithmic Culture*. 1-38.

- Nick Montfort, "Combat in Context"

- Mark Sample, "Platform Studies as Historical Inquiry"

- Noah Wardrip-Fruin, *Expressive Processing*

Surveillance and Gamification

- Ian Bogost, "Gamification is Bullshit"

- Jesse Schell, "Design Outside the Box"

- Henry Giroux, "Beyond the Spectacle of Terrorism: Global Uncertainty and the Challenge of the New Media (The Radical Imagination)"

Cities and Other Spaces

- David Harvey, "The Right to the City"

- Darren O'Donnell, "Social Acupuncture"

- Guy Debord, "Report on the Construction of Situations and on the International Situationist Tendency's Conditions of Organization and Action"

- Constant Nieuwenhuys, "Another City for Another Life"

- Jeff Hull, "Trap doors and hatches all around: Jeff Hull on infusing variability and play into the workaday world"

- Jill Walker, "Distributed Narrative: Telling Stories Across Networks"

Race

- Tara McPherson, "Thinking the Histories of Race and Computation"

- always black, "Bow N*gger"

- Lisa Nakamura, "Queer female of color: the highest difficulty setting there is?"

- Mattie Brice, "Why I don't feel welcome at Kotaku"

- James Gee, "Cultural Models: Do You Want To Be The Blue Sonic or the Dark Sonic?"

Games as/in Art Practice

- Mary Flanagan, *Critical Play: Radical Game Design*. pp 1-148.

- Eric Zimmerman, "The Ludic Century"

- Tale of Tales, "Realtime Art Manifesto"

Gender

- Henry Jenkins, "Complete freedom of movement: video games as gendered play spaces"

- Tracy Fullerton et al, "A Game of One's Own: Towards a New Gendered Poetics of Digital Space"

- Anita Sarkeesian, "Tropes vs. Women" (video series)

- Mia Consalvo and T. Harper, "The sexi(e)st of all: avatars, gender, and online games"

Immersion

- Michael Nitsche, "Games, Montage, and the First Person Point of View"

- Lev Manovich, "The Poetics of Augmented Space"

- Zimmerman and Salen, "The Immersive Fallacy"

- Mia Consalvo, "There is no magic circle"

Narrative and Games

- Janet Murray, "Agency" from *Hamlet on the Holodeck*

- Gonzalo Frasca, "Ludology Meets Narratology"

- Markku Eskelinen, "Failurology: A Response to Henry Jenkins"

- Clint Hocking, "Ludonarrative Dissonance in Bioshock" http://clicknothing.typepad.com/click_nothing/2007/10/ludonarrative-d.html

Participation

- Alex Galloway, "Countergaming" from *Gaming: Essays on Algorithmic Culture*

- Anna Munster & Geert Lovink, "Theses on Distributed Aesthetics; Or, What a Network is Not"

- TL Taylor, "Pushing the borders: Player participation and game culture"

- Ian Bogost, "Persuasive Games: Process Intensity and Social Experimentation"

Play and Players

- Jesper Juul, "The Game, The Player, The World" http://www.jesperjuul.net/text/gameplayerworld/

- Brian Sutton-Smith, "Play and Ambiguity"

- Johann Huizinga, "Nature and Significance of Play as a Cultural Phenomenon"

- Janine Fron et al, "The Hegemony of Play"

Rules and Procedures

- Greg Costikyan, "I Have No Words & I Must Design"

- Stephen Sniderman, "Unwritten Rules"

- Chris Crawford, "Process Intensity"

- Miguel Sicart, "Against Procedurality"