

COURSE SYLLABUS

Course Title	Course Code	Semester	Course Hour/Week		Credit	ECTS
Game History and Analysis	GAME105	1	Theory 3	Practice 0	3	5
Course Type	Compulsory Course	Department Elective	Faculty Elective	University Elective	CoHE (YÖK) Elective	Other
	X	-	-	-	-	-
Level of Course	Associate Degree (Short Cycle)		Undergraduate (First Cycle)		Graduate/ Doctoral (Second /Third Cycle)	
	-		X		-	

Language of Instruction	English
-------------------------	---------

Course Instructor(s)	Vic Grout	E-mail: vic.grout@arucad.edu.tr	
		Office: TI OFF18	
Course Objectives	The course addresses the history of video games through game analysis. It will begin with an overview of pre-video games from early history, then consider generations of video games and consoles from the 1960s to the present day. Course discussions include references to different motivations, milestones, the games market, youth culture, gender and similar sociological phenomena in relation to video games both as entertainment and as an art form. Discussions will be enriched by reading/researching and observing/playing some games in the classroom. Different game types and platforms will also be covered in detail. Students will acquire a better understanding of the whole field of gaming and its history.		
Course Learning Outcomes	Students will able to:	Teaching Methods	Evaluation Methods
	Define and explain various video game genres over the history of video games.	Class materials, experimentation and discussion	Midterm assignment

Course Content	Compare elements of good game design and give (good and bad) examples.	Class materials, experimentation and discussion	Midterm assignment
	Explain the progression and development of video games over their history.	Class materials, and discussion	Final exam
	Examine and criticize video game gameplay, resource models, motivations and ethics.	Class materials, and discussion	Final exam
	- History of video games: 1960-present - Arcade - Console - PC - Mobile - Video game genres - RPG - FPS - Platform - Adventure - Action - Mystery/Logic - Simulation - Video game design and structure - Video gameplay - Motivation - Resource models - Video game ethics		

COURSE OUTLINE/SCHEDULE			
Week	Topic	Implementation (theory/practice)	Required Reading, Preliminary preparation
1	Introduction	T	Class notes
2	History of Play & 5000 Year Development of Games	T	Class notes
3	Types And Genres	T	Kent, Steve L (2021) "The ultimate history of video games. volume 2 : Nintendo, Sony, Microsoft, and the billion dollar battle to shape modern gaming", New York: Crown, Library Catalogue number:

			GV1469.3 .K453 2021
4	History Of Video Games	T	Donovan, Tristan (2010) "Replay : The history of video games", Library Catalogue number: GV 1469.3 .D66 .T44 2010
5	Educational Games	T	Kent, Steve L (2021) "The ultimate history of video games. volume 2 : Nintendo, Sony, Microsoft, and the billion dollar battle to shape modern gaming", New York: Crown, Library Catalogue number: GV1469.3 .K453 2021 Sturrock/Grout/Picking/Gossman "Games and Education: Reward mechanisms, framing mechanisms and identities" https://www.researchgate.net/publication/239826163_Psychology_of_Game_Design_Intrinsic_and_Extrinsic_Rewards
6	Game Analysis	T	Kent, Steve L (2021) "The ultimate history of video games. volume 2 : Nintendo, Sony, Microsoft, and the billion dollar battle to shape modern gaming", New York: Crown, Library Catalogue number: GV1469.3 .K453 2021
7	RPG History Midterm Exam	T	Donovan, Tristan (2010) "Replay: The history of video games", Library Catalogue number: GV 1469.3 .D66 .T44 2010
8	RPG Development	T	Donovan, Tristan (2010) "Replay : The history of video games", Library Catalogue number: GV 1469.3 .D66 .T44 2010
9	Dungeons and Dragons, Lord of the Rings and their successors	T	Teachers Handouts and Slides https://the-artifice.com/jrr-tolkien-video-gaming/
10	What makes us play? Extrinsic and intrinsic motivation. Other Genres in Video Games.	T	Teachers Handouts and Slides. Sturrock/Grout/Picking/Gossman "Psychology of Game Design: Intrinsic and Extrinsic Rewards" https://wrexham.repository.guildhe.ac.uk/id/eprint/3785/1/fulltext.pdf Sturrock, I., Grout, V., Picking, R., Gossman, P., & MacCallum-Stewart, E. (2011). Games and Education: Reward Mechanisms, Framing Mechanisms, and Identities . In <i>SEIN2011: Proceedings of the Seventh Collaborative Research Symposium on Security, E-learning, Internet and Networking</i> University of Plymouth Press.

11	Game Analysis: Features & Mechanics of Games	T	Teachers Handouts and Slides
12	Game Analysis: Game ethics. The future of gaming?	T	Schrier, Karen & Gibson, David (2010) "Ethics and Game Design : teaching values through play", Hershey, PA, Library Catalogue number: GV1469.34.S52.E86 2010
13	Game Analysis: A complete picture?	T	Teachers Handouts and Slides
14	Design presentations 1	P	Student work
15	Design presentations 2	P	Student work
16	Finals Week	T	Class notes

Required Course Material(s) / Reading(s)/ Text Book(s)	Kent, Steve L (2021) "The ultimate history of video games. volume 2 : Nintendo, Sony, Microsoft, and the billion dollar battle to shape modern gaming", New York: Crown, Library Catalogue number: GV1469.3 .K453 2021 Donovan, Tristan (2010) "Replay : The history of video games", Library Catalogue number: GV 1469.3 .D66 .T44 2010
Recommended Course Material(s)/ Reading(s) /Other	Schrier, Karen & Gibson, David (2010) "Ethics and Game Design : teaching values through play", Hershey, PA, Library Catalogue number: GV1469.34.S52.E86 2010 Diak, N. (2017). The Comic Book Story of Video Games: The Incredible History of the Electronic Gaming Revolution. <i>Journal of Graphic Novels and Comics</i> , 1–2. https://doi.org/10.1080/21504857.2017.1403339

ASSESSMENT		
Learning Activities	NUMBER	WEIGHT in %
Mid-Term Exam	1	40
Quiz		
Assignment		
Project		

Field Study		
Presentation / Seminar		
Studio Practice		
Other		
Contribution of Final Assignment to the Final Grade	1	60
TOTAL		100

CONTRIBUTION OF COURSE LEARNING OUTCOMES TO PROGRAMME LEARNING OUTCOMES						
No	PROGRAMME LEARNING OUTCOMES	Level of Contribution (1- lowest/ 5- highest)				
		1	2	3	4	5
1	Knows the historical development of the field of communication, basic concepts, theories.					X
2	Knows the basic concepts and terminology related to the field of game design.					X
3	Has knowledge about the history of computer and video games and developments in this field.					X
4	Knows game design processes and related applications.			X		
5	Has the ability to utilize various disciplines such as communication, art, music, psychology, mythology, cinema, etc. in the game design process.			X		
6	Has the ability to analyse analog and digital game genres.					X
7	Has the ability to use contemporary game engines and problem solving skills.	X				
8	Has the knowledge of questioning the game designs with an analytic and critical perspective.					X
9	Has knowledge about media literacy.			X		
10	Has the competence to prepare projects based on ethical principles in game development processes.			X		
11	Has the competence to evaluate games as an art form.				X	

12	Has the competence to use game design concepts and methods in related fields such as design, software development and media.		X			
13	Has the competence to take part and responsibility in game development teams.		X			
14	Has the competence to collect, analyze and interpret analytical data about games and players.			X		
15	Has the competence to develop and present a digital game project by using game design practices effectively.	X				
16	Evaluates artificial intelligence applications in their studies with a critical approach in terms of aesthetics and originality, and uses them in accordance with ethical rules.	X				

ECTS / STUDENT WORKLOAD				
ACTIVITIES	NUMBER	UNIT	HOURLY	TOTAL (WORKLOAD)
Course Teaching Hour (X weeks * total course hours)	15		3	45
Preliminary Preparation and self- study	15		2	30
Mid-Term Exam (including revision)	1		20	20
Quiz	-		-	-
Assignment	-		-	-
Project	-		-	-
Field Study	-		-	-
Presentation / Seminar	-		-	-
Studio Practice	-		-	-
Final Examination/ Final Project/ Dissertation	1		30	30
Other	-		-	-
TOTAL WORKLOAD				125
TOTAL WORKLOAD / 25				5
ECTS				5

ETHICAL RULES WITH REGARD TO THE COURSE
--

Detected and undetected plagiarism is a serious offence at any time and it could have devastating effects on your degree result and future professional lives. However, plagiarism is easy to avoid if you make sure you identify and acknowledge your sources thoroughly and do not copy directly from visual examples, designs, or notes that have in turn been taken word for word from your sources. The maximum similarity level is 20% in written assignments.

Important Note on Attendance: You must attend at least 70% of the sessions for this course or you will automatically fail. Students cannot be absent more than 30% of the time, *even if you have medical reports* or other forms of justification. Lecturers have no control over this rule: it will be rigorously applied by the system.

ASSESSMENT DETAILS AND EVALUATION CRITERIA:

This course will be assessed in two parts, a midterm exam (40% of the total course marks) and a final assignment (60%).

Midterm Exam (40%) Game History

The midterm assignment will focus on game history. Material will include:

- Game genres and gameplay [10 marks}]
- Game features and novelty in the context of time periods or new hardware platforms [10 marks}]
- Influences and evolution [10 marks}]
- Social impact [10 marks}]

Final Exam (60%) Game Analysis

The final assignment will assess more in-depth game analysis and will involve practical game design. Students will discuss:

- Motivation in gameplay [10 marks]
- Educational games and gamification [10 marks]
- Perceptions of video games (gamers and non-gamers) [10 marks]
- Game ethics, economics, politics, legalities and demographics [10 marks]
- Examples of the above [10 marks]
- The future of gaming [10 marks]

There will be elements of both group and individual work.

The submission will be the equivalent of approximately 2,500 words.

Late work can only receive full credit in extreme circumstances and will be penalized otherwise as follows:

- | | |
|--|------------------|
| • Up to an hour late: | 5% deducted |
| • Over an hour but less than a day late: | 10% deducted |
| • Over a day but less than two days late: | 15% deducted |
| • Over two days but less than a week late: | 25% deducted |
| • A week or more late: | Not accepted: 0% |

	SDG 1: No Poverty	
	SDG 2: Zero Hunger	
	SDG 3: Good Health and Well-Being	
	SDG 4: Quality Education	✓
	SDG 5: Gender Equality	
	SDG 6: Clean Water and Sanitation	
	SDG 7: Affordable and Clean Energy	
	SDG 8: Decent Work and Economic Growth	
	SDG 9: Industry, Innovation and Infrastructure	✓
	SDG 10: Reduced Inequalities	
	SDG 11: Sustainable Cities and Communities	
	SDG 12: Responsible Consumption and Production	
	SDG 13: Climate Action	
	SDG 14: Life Below Water	
	SDG 15: Life on Land	
	SDG 16: Peace, Justice and Strong Institutions	
	SDG 17: Partnership for the Goals	

PREPARED BY	Vic Grout
UPDATED	07/10/2025
APPROVED	