

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
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Course Instructor(s)	Vic Grout	E-mail: vic.grout@arucad.edu.tr	
		Office: TIOFF18	
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
	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

Course Content	Examine and criticize video game gameplay, resource models, motivations and ethics.	Class materials, and discussion	Final exam
	<ul style="list-style-type: none"> History of video games: 1960-present <ul style="list-style-type: none"> Arcade Console PC Mobile Video game genres <ul style="list-style-type: none"> RPG FPS Platform Adventure Action Mystery/Logic Simulation Video game design Video gameplay Resource models Video game ethics 		

COURSE OUTLINE/SCHEDULE			
Week	Topic	Implementation (theory/practice)	Required Reading, Preliminary preparation
1	Introduction Global Game Jam 2025	T	Class notes https://globalgamejam.org/
2	History of Play & 5000 Year development 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	Public Holiday		
5	History Of Video Games	T	Donovan, Tristan (2010) "Replay : The history of video games", Library Catalogue number: GV 1469.3 .D66 .T44 2010
6	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

7	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
8	Midterm		
9	RPG History	T	Donovan, Tristan (2010) "Replay : The history of video games", Library Catalogue number: GV 1469.3 .D66 .T44 2010
10	Dungeons and Dragons, Lord of the Rings and their successors	T	Teachers Handouts and Slides https://the-artifice.com/jrr-tolkien-video-gaming/
11	What makes us play? Extrinsic and intrinsic motivation. Other Genres in Video Games.	T	Teachers Handouts and Slides
12	Game Analysis: Features & Mechanics of Games	T	Teachers Handouts and Slides
13	Game Analysis: Game ethics	T	Schrier, Karen & Gibson, David (2010) "Ethics and Game Design : teaching values through play", Hershey, PA, Library Catalogue number: GV1469.34.S52.E86 2010
14	Game Analysis: A complete picture?	T	Teachers Handouts and Slides
15	Revision for Exam		Board notes
16	Global Game Jam 2025		https://globalgamejam.org/
17	Finals		

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
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Recommended Course Material(s)/ Reading(s) /Other	<p>Schrier, Karen & Gibson, David (2010) "Ethics and Game Design : teaching values through play", Hershey, PA, Library Catalogue number: GV1469.34.S52.E86 2010</p> <p>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</p>
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ASSESSMENT						
Learning Activities		NUMBER	WEIGHT in %			
Mid-Term Assignment		1	40			
Quiz						
Assignment						
Project						
Field Study						
Presentation / Seminar						
Studio Practice						
Other						
Contribution of Final Examination 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	To know and explain the basic concepts, theories, institutional structures of communication.		X			
2	To know the history of the game industry and the foundational theories of game design, thus, to be able to explain the terms of professions, professional ethical roles and responsibilities of the profession.					X
3	The ability to follow the technological and socio-cultural developments and understand the impact of these development on the game industry and observe the changes.					X

4	The ability to take part in international working environments and be able to analyse the international game industry's needs.			X		
5	Knowledge of count design, pattern manipulation and terminology for game and production tools.		X			
6	Being able to produce, designs, create and program application works in the production processes related to this profession.		X			
7	Knowledge of the basic principles and processes related to the narrative, aesthetics, technical elements of audio-visual animated and interactive content, and distinguishing successful or unsuccessful works with these aspects.		X			
8	The awareness that each design involves social contexts and in some cases, ethical choices, being able to analyse and evaluate these situations.			X		
9	Ability to solve problems using resources to find the best solutions to game development challenges.	X				
10	Ability to create, develop and manage professional workflows,	X				
11	Ability to communicate effectively with colleagues, customers, and colleagues in the industry, in a professional context, using written, oral, and up-to-date communication technology.	X				

ECTS / STUDENT WORKLOAD				
ACTIVITIES	NUMBER	UNIT	HOUR	TOTAL (WORKLOAD)
Course Teaching Hour (X weeks * total course hours)	15		3	45
Preliminary Preparation and self- study	15		2	30
Mid-Term	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 through two assignments, one at midterm (40% of the total course marks) and the other in the final week (60%).

Midterm (40%) Game History

The midterm assignment will focus on game history. Students will identify a particular video game from the period 1995 to 2010 and:

- Describe it in terms of game genres and gameplay
- Discuss its unique features/novelty in the context of its time period or new hardware platforms
- Explain its influences and evolution in terms of earlier games
- Discuss its social impact
- Explain its significance and contribution to later games

The submission will be approximately 1,500 words.

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

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| • 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% |

Final Exam (60%) Game Analysis

The final exam will assess some 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]

PREPARED BY	Vic Grout
UPDATED	20/09/2024
APPROVED	