

FILM A107: HISTORY OF VIDEO GAMES

Item	Value
Curriculum Committee Approval Date	11/01/2023
Top Code	061210 - Film History and Criticism
Units	3 Total Units
Hours	54 Total Hours (Lecture Hours 54)
Total Outside of Class Hours	0
Course Credit Status	Credit: Degree Applicable (D)
Material Fee	No
Basic Skills	Not Basic Skills (N)
Repeatable	No
Open Entry/Open Exit	No
Grading Policy	Standard Letter (S)
Associate Arts Local General Education (GE)	• Area 3 Arts and Humanities 3A Theory (OC1)
Associate Science Local General Education (GE)	• Area 3A Arts (OSC1)

Course Description

This course initiates an inquiry into the critical examination of the artistry and content of video games, delving into considerations of aesthetics and semiotic significance, while also embarking upon a comprehensive exploration of the historical and cultural significance of games and play. The course curriculum encompasses a wide array of themes, from the origins of play and history of computing as well as computer-based gaming, the emergence of arcade gaming culture, leading to the first-generation gaming consoles, the tumultuous boom and subsequent crash experienced by the industry during the 1980s, to the sweeping technological advancements that characterized the transformative decades of the 1990s and 2000s. Enrollment Limitation: FILM A107H; students who complete FILM A107 may not enroll in or receive credit for FILM A107H. Transfer Credit: CSU; UC.

Course Level Student Learning Outcome(s)

1. Demonstrate an understanding of pivotal historical events, technological advancements, and noteworthy trends that have played a significant role in the evolution of gaming history.
2. Identify and acknowledge prominent figures in the history of gaming, their significant contributions, and major works.
3. Students will be tasked with discerning and dissecting disparities in gaming platforms and genres, and discerning their connections to historical contexts. They will gain insight into how both platforms and genres evolved in tandem with technological advancements in computing.

Course Objectives

- 1. Analyze key gaming genres and their impact on broader gaming trends.
- 2. Investigate the foundational computer advancements that catalyzed the gaming sector.
- 3. Examine the historical context and significance of early game development studios.

- 4. Evaluate the factors contributing to the competitive dynamics within the early gaming landscape.
- 5. Explore the factors that precipitated the 1983 video game industry crash.
- 6. Explain the genesis and business model of major industry companies and their influence on gaming.
- 7. Trace the evolution of censorship mechanisms within the gaming industry.
- 8. Provide an overview of industry organizational structures and common job roles.
- 9. Gain insight into various types of recognition and awards within the gaming industry.

Lecture Content

Introduction History of games in civilization Play and types of play Game theory The gaming industry Recent releases and trends in modern gaming The genesis of video games Early computing and the importance of early computer games The Cold War and technology Pre-game advances in computing Early pioneers in games The rise of television and home culture Technology advancements of the 1970s in games and computing Arcade games The transition to arcades Influence on early games Technology behind the games Arcade fever and the backlash from society The rise of Atari Pong Home computing Challenges facing Atari Seminal Atari games Console based gaming Space Invaders, space invades the console Video game boom of the early 1980s Technological changes in computing and gaming Video game bust of 1984 Race to the finish ET Story development in gaming Rise of the home computer market Macintosh computing and early games Nintendo in America History on Nintendo Nintendo popularity in America Nintendo business model Sega Sega and Nintendo filling the gap left by Atari Sonic the Hedgehog Sega business model Contrast between Sega and Nintendo Playstation and the next generations Internet connectivity and gaming The rise of game inclusion Console wars, again Business models of developers and marketers Hardware vs. Software Gaming in the future Virtual reality and gaming MUDs Sandbox play Virtual worlds Censorship in gaming Grand Theft Auto Rockstar Games Gaming in different cultures Europe Asia Korea Japan China Russia Most important games produced by decade Their influence on culture Their influence on technology Hollywood and gaming

Method(s) of Instruction

- Lecture (02)
- DE Online Lecture (02X)

Instructional Techniques

Lectures, PowerPoint presentations, films, guest lectures.

Reading Assignments

Reading: 32 hrs (2 hr/wk) Students will read select chapters from *Replay: The History of Video Games* pertinent to the weekly lecture. Students then discuss both in class and on Canvas their findings from chapters and how it relates to the history of video games. The work's relative success according to the application of standards established in class. Students will learn and demonstrate the ability to apply historical context to modern practices in the industry and visualize how it relates to the industry.

Writing Assignments

Game play or game observation journal listed above. Film screenings
Roughly 15 hours: Three films will be screened in relation to the history of the gaming industry students will discuss both in class and on Canvas vital attributes of each film as it relates to the modern gaming industry.

Out-of-class Assignments

64 hours (roughly 4 hrs/wk): Game play or game study and written critique of findings. Students will have the option to either systematically play a selected game and follow the perceived golden path of the game. They will keep a journal of their findings. Journal must include game play time and level what was accomplished in the play session as well as what obstacles they encountered. The other option is students investigate a game of their choosing and watch live or recorded video streams of game play and construct the journal on findings. Either choice students must research the game and company that released the game.

Demonstration of Critical Thinking

Multiple-choice tests, written exams, group and class discussions, written critique of various game platforms as well as companies.

Required Writing, Problem Solving, Skills Demonstration

Game critiques, class and group discussions, multiple choice tests.
Written critiques on various topics within gaming.

Eligible Disciplines

Film studies: Master's degree in film, drama/theater arts, or mass communication OR bachelor's degree in any of the above AND master's degree in media studies, English, or communication OR the equivalent.
Master's degree required.

Textbooks Resources

1. Required Donovan, T. Replay: The History of Video Games , ed. Yellow Ant, 2016
 2. Required Willis, John. Gamer nation : video games and American culture, 1 ed. Baltimore: Johns Hopkins University Press, 2019
 3. Required Muriel, Daniel., Crawford, Garry.. Video games as culture : considering the role and importance of video games in contemporary society, 1 ed. New York NY: Routledge, 2018
- Rationale: .