

Bachelor on Communication and Media Studies
 course “Games for Digital Communication”
 acad. year 2012-2013, Winter semester

COURSE DESCRIPTION

course title	Games for Digital Communication elective course
teaching hours and ECTS credit units	3 teaching hours per week 5 ECTS credit units
course webpage	http://eclass.uoa.gr/courses/MEDIA123 (registration credentials available by the course instructors)
instructors	Michalis Meimaris, Professor, Faculty of Communication and Media Studies, University of Athens Dimitris Gouscos, Assistant Professor, Faculty of Communication and Media Studies, University of Athens
contact data (M.Meimaris)	email : mmeimaris@media.uoa.gr webpage : http://www.media.uoa.gr/people/facultymembers/meimaris.html office : Stadiou 5 building, room 702 student hours : upon prior contact by email
contact data (D.Gouscos)	email : gouscos@media.uoa.gr webpage : http://www.media.uoa.gr/~gouscos office : Stadiou 5 building, room 707 student hours : upon prior contact by email
teaching support	teaching of this course is supported by the Laboratory of New Technologies in Communication, Education and the Mass Media (NTLab, http://www.media.uoa.gr/ntlab) of the Faculty of Communication and Media Studies, University of Athens
subject and objectives of the course	the subject of this course is to present theoretical background, methodology principles and state of the art examples with respect to the playful and communication aspects of digital games; focus is placed on issues such as the concept and definitions of games, the features of digital games, the concept and dimensions of fun, the concept and dimensions of playability, as well as digital games rating systems the objectives of the course are to provide students with

	<p>(a) knowledge background for concepts and theory</p> <p>(b) practical skills for development and evaluation</p> <p>(c) practical skills for reporting desk- and field-level research work with respect to digital games and their communication aspects and potential</p>
instructional activities	<ul style="list-style-type: none"> - lectures on theory topics - study of the suggested textbooks - literature study assignments on summarizing and critically discussing/presenting selected chapters from suggested readings
suggested textbooks	<p>students attending this course can select one of the following textbooks, based on their specific interests :</p> <p>Video Games – Industry and Development Kostas Anagnostou Klidarithmos Publications, 2009 (in Greek)</p> <p>Children and electronic games Ioanna Christou Taxideftis Publications, 2007 (in Greek)</p>
suggested readings	<p>apart from the textbooks above the following indicative readings, which correspond to the subjects of interest for this course, are recommended :</p> <ul style="list-style-type: none"> – Handbook of computer game studies Joost Raessens and Jeffrey Goldstein (eds) MIT Press, 2005 – Half-Real – video games between real rules and fictional worlds Jesper Juul MIT Press, 2005 – Rules of Play: Game Design Fundamentals Eric Zimmerman, Katie Salen MIT Press, 2003 – From Barbie to Mortal Combat Justine Cassell and Henry Jenkins MIT Press, 1998 – Gamers: Writers, Artists, and Programmers on the Pleasures of Pixels Shanna Compton (ed) Soft Skull Press, 2004 – Play Between Worlds: Exploring Online Game Culture T. L. Taylor MIT Press, 2009 – Communities of Play: Emergent Cultures in Multiplayer Games and Virtual Worlds Celia Pearce MIT Press, 2011 – The Ambiguity of Play Brian Sutton-Smith Harvard University Press, 2001
meeting hours and room	<p>Monday, 6.00-9.00 pm</p> <p>Kalamiotou 2 building, 2nd floor</p>
time schedule of	<p>students arrive by, course begins at : 6.30 pm</p>

meetings	1 st part : 6.30 – 7.45 pm, 15' break, 2 nd part : 8.00 – 9.00 pm
calendar of meetings	M1 (introductory lecture) M2, M3, M4, M5, M6, M7, M8 (theory and practical examples lectures) M9, M10, M11, M12, M13 (presentations of literature study assignments)
mandatory attendance	attendance of all course meetings is mandatory student absence can be excused only in cases of force majeure, subject to a limit of at most 3 non-attended meetings
evaluation of student performance	evaluation of student performance is based - by 20% on active attendance of the course meetings - by 80% on the realization of the literature study assignments
literature study assignments	literature study projects are assigned on an individual basis and consist in studying, summarizing and critically discussing book chapters and papers from the course's suggested readings 4 such projects are assigned to each attending student, which cover different subjects of interest to the course the results of literature study assignments are delivered in the form of oral presentations during the semester (cf. the calendar of course meetings), as well as an overall written report and accompanying files, to be delivered at the student examination dates (1 st or 2 nd period) the evaluation criteria for these assignments comprise : - the quality of summarizing and bringing forward the main points of the literature studied, and - the quality and substantiation of the critical discussion of the literature studied, with reference to examples and further literature
pre-requisite courses and background knowledge	attendance of the "Games for Digital Communication" course in the Winter semester serves to better contextualize and comprehend course "Design and Development of Digital Media and Multimedia" in the Spring semester, without being officially pre-requisite technical skills pre-requisite to attendance of this course are limited to familiarity with personal computers, application software (e.g. word processing, presentations) and internet browsing reference examples and papers come for their biggest part from research and practice in a number of countries abroad suggested readings come from their biggest part from non-Greek literature