

ARTS 389/429/529 : Doing Things With Video Games

Professor: R. Lee Montgomery contact: mrlee@unm.edu web:<http://www.lee-web.net/classes>

Art Studio 389/429/529

FA 2015 M/W 2-4:45pm

Office/Hours: Room CFA 3016

Tuesday 12-2pm

COURSE DESCRIPTION

This course will function as a collaborative laboratory to investigate and interrogate the relationship between art practices and video games. Video games have become a central part of the entertainment landscape in the expanding neo-liberal capitalist economic and political landscape. Video games are used for activism, indoctrination, training, social commentary, and self-referential medium based explorations of form. Just as film and video are both central engines of the entertainment economy and media for the creation of works which function outside of that realm, we will explore how video games can function both within and outside of the existing parameters for their consumption.

The first half of the semester will be spent reading texts, playing games, and creating game based projects in more traditional media, such as video or still imagery.

In the second half of the semester we will use the results of our in class discussions and experiments to develop actual games individually or collaboratively.



COURSE REQUIREMENTS

Students are required to attend class and arrive on time!

More than 3 absences with or without legitimate excuse may result in a failing grade. My email is: mrlee@unm.edu you must contact me in the event of your absence. Attendance during open lab is just as important as attendance on lecture days in fact some lab days may be more important than your attendance during lectures.

Assignments must be presented on time. Late assignments will be assessed the loss of one grade per class meeting. No late assignments will be accepted after 4 class meetings have passed.

Students' class participation grade will be based in part on their contribution to class discussions and critiques, as well as their ability to honestly and constructively receive and give criticism when appropriate. Additionally, there will be technical examples that you will be expected to complete. Failure to complete exercises counts against your participation grade.

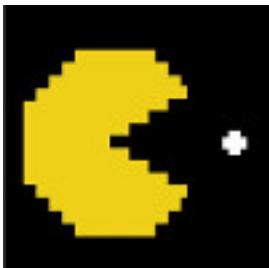
This class requires students to engage significantly with conceptual strategies, and assignments will be evaluated on their engagement with those strategies. Assignments are meant to be experiments with ideas, and they will sometimes explicitly be described as such. It is expected that each experiment will go through numerous iterations before reaching its final state. Sometimes a project that effectively engages with concepts discussed in class but does not work perfectly may be rewarded for taking a chance. Assignments that show technical skill and understanding without further conceptual depth will be penalized for neglecting content.

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ASSIGNMENTS

There will be 2 major assignments in this class. which will be weighted at 50% of your Assignments grade

GRADING

Completion of the assignments and attention to the above requirements are necessary to complete the class successfully. It is important to participate in class discussions, give critical feedback to each other, and work collaboratively. Grades for each project are based on effective response to class concepts and technical concerns (35%), unique approach (35%) & technical proficiency(30%).

Your final grade for the class will be based on projects and attendance & participation weighted as follows:

Assignments Grade..... 35%
Final Projects..... 35%
Attendance & Participation..... 30%.



TEXTS

required texts will, whenever possible, be available as pdfs online... or paper handouts ..full texts are available from the library as both e-books and traditional print.

Bogost, Ian. How to Do things with Video Games
(Electronic Mediations Series).
University of Minnesota Press, 2011. Print.
ISBN 978-0816676477

Flanagan, Mary. Critical Play:
Radical Game Design.
The MIT Press, 2013. Print.
ISBN 978-0262518659

Anthropy, Anna. Rise of the Videogame Zinesters:
How Freaks, Normals, Amateurs, Artists, Dreamers,
Drop-outs, Queers, Housewives, and People Like You
Are Taking Back an Art Form.
Seven Stories Press, 2012.
ISBN 978-1609803728

Maeda, John. Design by Numbers.
New York:MIT,2001.Print.
ISBN 978-0262632447



n.b. all unm students have access to lynda.com which contains numerous well constructed video tutorials with demo files. If you are having trouble grasping technical issues you should take the initiative to research the tutorials on lynda.com.