

EDST210/IDEA209 CALENDAR

Note: readings and games may change slightly during the semester.

<p>LEVEL 1 09/02/2024</p>	<p>In class:</p> <ul style="list-style-type: none"> ● Discussion <ul style="list-style-type: none"> - What is this course? - Syllabus - Passage Aloud activity ● Critical Play Introduction: Party games and Push-Your-Luck games <i>Party Games: Anomia, Artbox, Blank Space, Chameleon, Codenames, Concept, Dixit, Just One, Love Letter, Red 7, Say Anything, Skull, So Clover, That's a Question!, The Cult, The Resistance, Wavelength, Spot it! etc.</i> <i>Push-your-luck games: Incan Gold, Trash Pandas, Deep Sea Adventure, etc.</i> 	<p>To do:</p> <ul style="list-style-type: none"> ● Readings for this class: <ul style="list-style-type: none"> - Boller, Sharon. <i>Play to Learn</i> - Zimmermann, Eric. <i>Manifesto for a Ludic Century</i>
<p>LEVEL 2 09/09/2024</p>	<p>In class:</p> <ul style="list-style-type: none"> ● Class visit by the owner of the Back Again Board Game Café in Middletown ● Discussion <ul style="list-style-type: none"> - What is play? - Bard Song presentation - Discussion of Boller, Caillois, Gray, Huizinga ● Critical Play Competitive board games / Tile-laying games <i>Turn-based: Above and Below, Arboretum, Azul, Calico, Cascadia, Dungeon Date, Everdell, Exploding Kittens, Herbaceous, Onitama, Queendomino, Red 7, Sagrada, Sushi Go Party, etc.</i> <i>Simultaneous play: Flourish, Village Pillage</i> 	<p>To do:</p> <ul style="list-style-type: none"> ● Achievement Level 2 ● Community Chat on Discord ● Game Journal [optional] ● Readings for this class: <ul style="list-style-type: none"> - Boller, Sharon. <i>Play to Learn</i> - Gray, Peter. <i>Free to learn</i> - Huizinga, Johan. <i>Homo Ludens</i>
<p>LEVEL 3 09/16/2024</p>	<p>In class:</p> <ul style="list-style-type: none"> ● Class visit by Ben Parker from the IDEA Lab ● Discussion <ul style="list-style-type: none"> - What is a game? - Bard Song presentation - Discussion of Boller, Caillois, Juul, Salen / Zimmermann ● Critical Play Collaborative / Semi-collaborative 	<p>To do:</p> <ul style="list-style-type: none"> ● Achievement Level 3 ● Community Chat on Discord ● Readings for this class: <ul style="list-style-type: none"> - Boller, Sharon. <i>Play to Learn</i> - Caillois, Roger. <i>Man, Play, Games</i> - Juul, Jesper. <i>Half-real</i> - Salen, Katie and Eric Zimmermann. <i>Rules at Play</i>

	<p><u>Turn-based</u>: <i>Flashpoint, Hanabi, Pandemic, The Crew: Mission Deep Sea, etc.</i></p> <p><u>Simultaneous play</u>: <i>Between Two Cities, Fiction, Fuse, Just One, Magic Maze, Ravine, Spaceteam, The Mind</i></p>	
<p>LEVEL 4 09/23/2024</p>	<p>In class:</p> <ul style="list-style-type: none"> ● Discussion <ul style="list-style-type: none"> - Types of games: board games and card games - Bard Song presentation - Discussion of Arnaudo ● Critical Play Worldbuilding TTRPGs / Card TTRPGs <u>World-building</u>: <i>The Quiet Year, I Am Sorry Did You Say Street Magic, Grasping Nettles, Beak, Feather, and Bone, The Job</i> <p><u>Card-based prompts</u>: <i>Desperation, For the Queen, Rusalka, Women are Werewolves, The Price of Coal, Symposium</i></p>	<p>To do:</p> <ul style="list-style-type: none"> ● Achievement Level 4 ● Community Chat on Discord ● Game Journal [optional] ● Readings for this class: <ul style="list-style-type: none"> - Arnaudo, Marco. <i>The Tabletop Revolution</i> - press articles
<p>LEVEL 5 09/30/2024</p>	<p>In class:</p> <ul style="list-style-type: none"> ● Class visit by Brett Kuehner ● Discussion <ul style="list-style-type: none"> - Types of games: escape rooms - Brett Kuehner’s presentation <p>Critical Play Escape Rooms</p> <ul style="list-style-type: none"> - <i>at home (digital)</i> - https://neutralxe.net/room/sign/index.html - <i>in class: examples of escape rooms by Brett</i> 	<p>To do:</p> <ul style="list-style-type: none"> ● Achievement Level 5 ● <i>Play Sign</i> ● Community Chat on Discord ● Game Journal [optional] ● Readings for this class: <ul style="list-style-type: none"> - Nicholson, Scott, and Liz Cable. <i>Unlocking the Potential of Puzzle-Based Learning</i> - Schell, Jesse. <i>The Art of Game Design</i>
<p>LEVEL 6 10/07/2024</p>	<p>In class:</p> <ul style="list-style-type: none"> ● Discussion <ul style="list-style-type: none"> - Types of games: role-playing games (RPGs) - Bard Song presentation - Discussion of Zagal & Deterding ● Critical Play TTRPGs <ul style="list-style-type: none"> - <u>At home</u>: solo TTRPGs, <i>Last Tea Shop</i> and two-players TTRPGs, <i>The Color Game</i> - <u>In class</u>: <i>Any other TTRPGs with GM</i> 	<p>To do:</p> <ul style="list-style-type: none"> ● Play <i>Last Tea Shop</i> ● Community Chat on Discord ● Game Journal [optional] ● Readings for this class: <ul style="list-style-type: none"> - Zagal, Josè, and Sebastian Deterding, eds. <i>Role-playing Game Studies</i> - press articles
<p>LEVEL 7 10/14/2024</p>	<p>In class:</p> <ul style="list-style-type: none"> ● Discussion <ul style="list-style-type: none"> - Game Design principles 	<p>To do:</p> <ul style="list-style-type: none"> ● Achievement Level 7 ● Community Chat on Discord

	<ul style="list-style-type: none"> - Bard Song presentation - Discussion of Norman and Shell ● Game workshop Making a prototype and a pitch <i>Rapid Game Inventor</i> prototyping game 	<ul style="list-style-type: none"> ● Game Journal [optional] ● Readings for this class: <ul style="list-style-type: none"> - List of mechanics from <i>Building Blocks of Tabletop Game Design</i> (Geoffrey Engelstein and Isaac Shalev) - Schell, Jesse. <i>The Art of Game Design</i>
	<p>FALL BREAK!! No class on 10/21</p>	
<p>LEVEL 8 10/28/2024</p>	<p>In class:</p> <ul style="list-style-type: none"> ● Discussion <ul style="list-style-type: none"> - Why are games good for learning? - Bard Song presentation - Discussion of Gee, Kapp ● Final Project (discussion and turn in) <ul style="list-style-type: none"> - Final Boss minion: game idea pitch ● Critical Play Critique / Exploration of Previous EDST210 Final Project Games <i>Games from the course website, potentially facilitated by previous students</i> 	<p>To do:</p> <ul style="list-style-type: none"> ● Final Boss - Pitch ● Community Chat on Discord ● Game Journal [optional] ● Readings for this class: <ul style="list-style-type: none"> - Ramirez, Dennis and Kurt Squire, <i>Gamification and Learning</i> - Kapp, Karl. <i>The Gamification of Learning and Instruction.</i>
<p>LEVEL 9 11/04/2024</p>	<p>In class:</p> <ul style="list-style-type: none"> ● Discussion <ul style="list-style-type: none"> - Why are games good for learning - part 2 - Bard Song presentation - Discussion of Schell ● Final Project (discussion) <ul style="list-style-type: none"> - Final Boss minion: one edit, one difficulty ● Critical Play Educational / Language games <i>Just One, Codenames, Codenames Pictures, Dixit, Medium, Decrypto, Rosetta Say Anything, So Clover!, Letter Jam</i> 	<p>To do:</p> <ul style="list-style-type: none"> ● Final Boss - One edit ● Community Chat on Discord ● Game Journal [optional] ● Readings for this class: <ul style="list-style-type: none"> - Gee, James. <i>Good Video Games and Good learning-</i> - Schell, Jesse. <i>The Art of Game Design</i>
<p>LEVEL 10 11/11/2024</p>	<p>In class:</p> <ul style="list-style-type: none"> ● Discussion <ul style="list-style-type: none"> - Representation and Inclusion in games - Bard Song presentation - Discussion of Shaw and Ruberg ● Fnal Project (discussion and turn in) <ul style="list-style-type: none"> - Final Boss minion: rules draft 	<p>To do:</p> <ul style="list-style-type: none"> ● Final Boss - Rules Draft ● Community Chat on Discord ● Game Journal [optional] ● Readings for this class: <ul style="list-style-type: none"> - Ruberg, Bonnie. <i>The Queer Games Avant-garde</i> - Shaw, Adrienne. <i>Gaming at</i>

	<ul style="list-style-type: none"> ● Critical Play Visual - Art games / Social Deduction games <i>Visual - Art: MonsDRAWsity, Canvas, Dixit, Codenames Pictures, Artbox, A Fake Artist Goes to New York</i> <i>Social Deduction: Coup / The Resistance / Bristol 1350 / Salem 1692 / Tortuga / Blood on the Clocktower</i> 	<i>the Edge</i> - press articles
LEVEL 11 11/18/2024	In class: <ul style="list-style-type: none"> ● Discussion - Accessibility in games - Bard Song presentation - Discussion of Heron ● Final Project (turn in) - Final Boss minion: Critical Introduction outline ● Critical Play – Pre-playtest workshop Game Editing Round Robin Activity in groups to edit and discuss doubts and problems with the ongoing game projects. 	To do: <ul style="list-style-type: none"> ● Final Boss - Critical Introduction outline ● Community Chat on Discord ● Game Journal [optional] ● Readings for this class: - Heron, Michael. <i>Tabletop Game Accessibility</i>
LEVEL 12 11/25/2024	In class: <ul style="list-style-type: none"> ● Game Lab Final Boss minion: Playtesting + feedback 	To do: <ul style="list-style-type: none"> ● Final Boss - Playtest materials ● Community Chat on Discord
LEVEL 13 12/02/2024	In class: <ul style="list-style-type: none"> ● Game Lab Final Boss minion: Game Presentations + Extra Playtesting + Party 	To do: <ul style="list-style-type: none"> ● Final Boss - Presentation ● Prepare to present!
By the end of Finals week	FINAL BOSS!	To do: <ul style="list-style-type: none"> ● Submit all corrected Final Boss files ● Upload Final Boss projects on class website