

STS-2400: Gaming and Society
Fall 2009 (CRN 8345)

Instructor: Aaron Wimer, Assistant Professor
Outreach Librarian, L.V. Johnson Library
Office – C121

When Will I Be There?

My hours are: Monday: 8am to 4:30pm
Tuesday: 8am to 4:30pm
Wednesday: 1:30pm to 10pm
Thursday: 8am to 4:30pm
Friday: 8am to 4:30pm

I'm also available by appointment, so feel free to email or call my office at 678-915-7462. This schedule is subject to change with the needs of the library, and if any significant changes arise you will be informed by email or during the next class session.

E-mail: awimer@spsu.edu

Class meets Wednesdays from 10am – 11:50 in J158.

Course Description : 2 Credit Hours: Two hours of discussion/lecture each week for fourteen weeks. This course is designed to show the psychological, social, and cultural components of how online gaming and the “real world” meet in social culture. These will be approached through discussion and some lecture. The instructor will provide guidance and direction for the discussion, and lecture as needed to continue open discourse.

The course seeks to help students better understand the world in which they live, the broader implications of their major course of study, and the complex social, ethical, and moral choices presented by modern science and technology.

Textbook: Corneliussen, H.G., & Walker, J.R. (Eds.). (2008). *Digital culture, play, and identity: A world of warcraft reader*. Cambridge: MIT

Objectives:

1. Identify and evaluate competing views and the information supporting them.
2. Formulate their own opinions on complex issues and to communicate their views clearly in both written and oral formats, and support their position with relevant evidence.
3. Recognize the ways in which online games and gaming culture have been shaped by, and have helped to shape, society and culture.
4. Apply STS concepts to the scientific disciplines and technologies relevant to their majors.
5. Participate effectively in multidisciplinary groups.

Attendance: All students are expected to attend ALL class meetings and to be on time. Attendance will be taken at the beginning of each class meeting. Given that there are only fifteen (15) class meetings in total, you can only miss two (2) class sessions with no grade penalty. If you arrive after attendance has been taken, you are considered late, and will be penalized based on frequency of truancy.

The third absence will cost you a letter grade. The fourth will earn you a failing grade. Period.

I do not need absentee excuses, nor do I care about them.* For adults, showing up to class should be a no-brainer. If you choose to miss make sure not to miss enough class sessions to earn yourself a failing grade. Take care to properly plan so as to not miss this or any class.

Technology: While this class is based around the idea of using technology, using your cell phone, laptop, iPod (ad infinitum, ad nauseam) during class for topics not specifically related to the discussion (and without instructor permission) is disrespectful to the people who came to learn and the instructor leading the class. All personal electronics will be shut off and put away during class. If you are caught using said electronic devices during class you will be marked absent for the class.

Quizzes: Quizzes (short answer, multiple choice, or essay) will be given for every reading assignment. Quizzes will be given at the beginning of class and collected immediately.

Grading: Points are assigned for each activity or assignment. Your final average is determined by the percentage of the possible points you earn. The following schedule will be used to determine your final course grade.

90% -- 100% A

80% -- 89% B

70% -- 79% C

60% -- 69% D

Below 60% F

Due Dates: Homework and projects will be collected at the beginning of any class in which they are due. Failure to turn in an assignment when it's due will earn you a "0" for that assignment. All due dates for assignments are given at the beginning of the semester, so unless you were in the hospital (and can bring me written notice) or unconscious the entire semester, you should be able to turn in the assignments when they are due. I HIGHLY suggest you work on projects early to avoid this issue.

Assignments can be turned in electronically through WebCT or in print copy at the beginning of the class on the day the assignment is due. If submitting an assignment electronically, it must be in my inbox in WebCT before the start of class. Please label your electronic submissions with the name of the assignment.

Academic Responsibility: SPSU students are urged to pay careful attention to SPSU's Academic Regulations found in the university catalog. It is unacceptable to claim the work of someone else as your own. Academic dishonesty will not be tolerated and will be addressed according to SPSU regulations.

Any student in this class who has specific needs because of learning or any other disability MUST contact the instructor during the first week of class to inform him of any reasonable accommodations needed. *In order to receive accommodations, a student with a disability must be registered with the Learning Disabilities Services office in the ATTIC.*

In case of emergency: In the case of campus shutting down for any reason, be prepared for class. Instead of meeting in a traditional classroom, we will meet virtually via WebCT. We will also be using a voice chat program called Ventrilo. I'll give details during the course on where and how to download Ventrilo. As an alternative, we can also use the in-game voice chat in World of Warcraft (depending on the % of WoW gamers in class), or we can use both.

Regardless, ALL students are expected to be prepared and “present” for any virtual class the same as you would be prepared and present for a physical class.

Class Rubric:

Personal Experience paper: **40 points.**

Annotated Bibliography: **20 points.**

Pick a Chapter paper: **80 points.**

The Funshow paper: **150 points.**

The Funshow presentation: **50 points.**

At minimum there will be 8 quizzes, each will be worth 5 points. **40+ points.**

Participation: **20 points.**

Total points: 400