Quit Re-inventing the Wheel: Six Concrete Suggestions For Improving Your Game Studies Course

Mia Consalvo, Concordia University

&

Clara Fernandez-Vara, New York University

1. Let them cheat

2. Learning and Teaching to Play Hardcore Games

For the hard-core player

- What was the most difficult thing to learn for the new player?

- Did they manage to improve in the game with your instruction?

- Did they give up? If so, why?

For the non-hardcore player

- What was the most helpful hint your experienced partner gave you?

- Now that you've been introduced to the game, would you continue playing? If so, why?

3. Making Let's Plays

[with thanks to Mark Chen for the original idea]

4. The Creation of the Journalistic Discourse

Clara Fernandez-Vara

and Bennett Foddy

https://archive.org/details/computermagazines

Software Library

The Internet Archive Software Library is the ultimate software crate-digger's dream: Tens of thousands of playable software titles from multiple computer platforms, allowing instant access to...
MORE

ⓘ About   ☰ Collection

↕ SORT BY · RELEVANCE · VIEWS · TITLE · DATE ARCHIVED · CREATOR

39,495 RESULTS

The Software Library: MS-DOS
☰ 9,715 ITEMS

Software Library: MS-DOS Games
☰ 2,668 ITEMS

Oregon Trail, The
by MECC
💾 👁 1.9M ★ 1,221 💬 146

Prince of Persia
by Jul 29, 2014
💾 👁 841,430 ★ 709 💬 33

The Software Library: Apple Computer

Software Library: Windows 3.x

Wolfenstein 3D
by id Software, Inc.
💾 👁 522,739 ★ 593 💬 10

Pac-Man
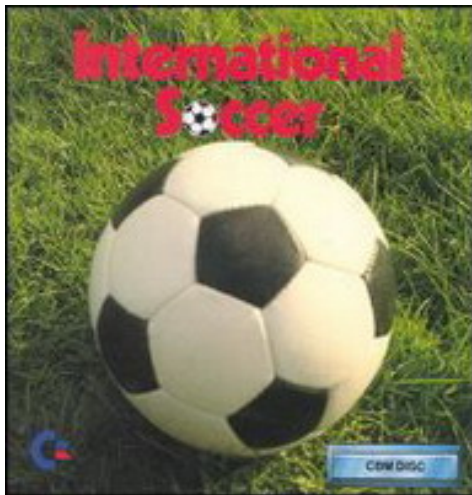by Namco Limited
💾 👁 489,798 ★ 112 💬 1

Search this Collection

☰ collections 33
💾 software 39,453
📙 texts 5
🖼 images 2
📁 data 1
🎞 movies 1

TOPIC ↓ᴬ𝓏

ZZT games 1,824
program 1,496
file 1,264
apple2 868
files 697
Adventure 693
4am 643
crack 642
version 511
Action 480
command 461

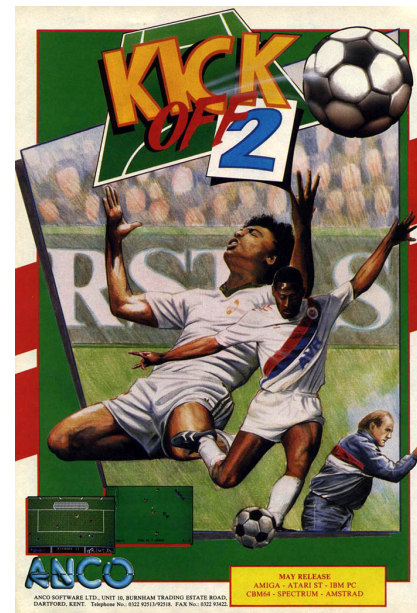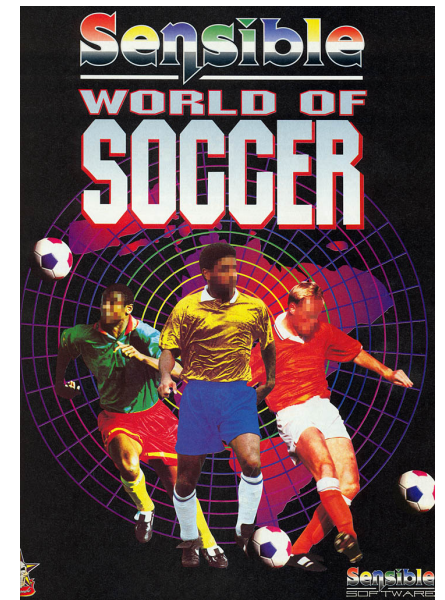https://archive.org/details/softwarelibrary

Andrew Spencer
(Commodore 64, 1983)
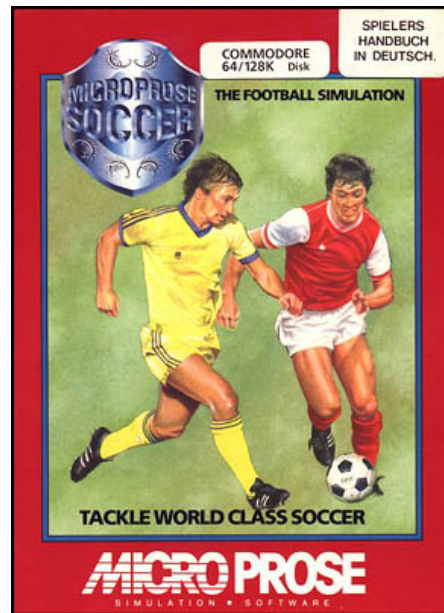
(Commodore 64, 1988)

(Commodore Amiga, 1990)

(Commodore Amiga, 1994)

5. Studying Players

Questions about ethics and games

Have you ever made a decision in a game that you later felt bad about? If so, did you correct your choice? Overall, how do you justify objectionable decisions?

Is there anything (action, decision) in a game that would make you stop playing?

Is there any topic that should be off limits in games?

What differences do you see between different games' ethical dilemmas?

When you play, do you do so as yourself or as a separate character? How does this affect the choices you make?

- ▶ 📁 Ahmad's Transcripts
- ▶ 📁 Brad's Transcripts
- ▶ 📁 Colin's Transcripts
- 📄 COMS498H Interviews Combined
- ▶ 📁 Dana's Trancripts
- ▶ 📁 Ellen's Transcripts
- ▶ 📁 Erica's transcripts
- ▶ 📁 Genevieve's Transcripts
- ▶ 📁 Henri's transcripts
- ▶ 📁 Hogberg_Elise– INTERVIEWS
- ▶ 📁 Jessica Munro's Transcripts
- ▶ 📁 Jessica Zeitz Transcripts
- ▶ 📁 Joey's Transcripts
- ▶ 📁 Lesley's Transcripts
- ▶ 📁 Mathew's Transcripts
- ▶ 📁 Natasha's Transcripts
- ▶ 📁 Niki Transcripts
- 📄 SAMPLE_TRANSCRIPT
- ▶ 📁 Sarah's Transcripts
- ▶ 📁 Sean's Transcripts
- ▶ 📁 Stefania's Transcripts
- ▶ 📁 Stephanie's Transcripts
- ▶ 📁 Tiffany's 3 Transcript

6. Exploring How Platforms Shape Games

Wanted: Monty Mole (Commodore 64, 1984)

Wanted: Monty Mole (ZX Spectrum, 1984)

Metal Gear (MSX2, 1987)

Metal Gear (NES, 1987)

bonus material on failure

GAME OVER

You cannot give
up just yet...

For more ideas:

- Report of the DiGRA Workshop (2015)
- Report of the FDG Workshop (2014)

- Free reports + syllabi available at https://teachinggamestudies.wordpress.com/

Teaching Game Studies: DiGRA 2015 Edition

At the DiGRA 2015 conference, we again held our workshop, spread over two sessions during the conference itself. More than forty people participated in the sessions, and we gathered more great ideas for how to teach game studies. We've compiled the notes from both sessions into a document, available here for download. Please feel free to circulate this report with other instructors, and let us know if you have other valuable ideas to share. Report of DiGRA TGS Workshop 2015

Leave a comment

Thank you!

Mia & Clara
mconsalvo@gmail.com &
clarafervar@gmail.com