

COCONINO COMMUNITY COLLEGE

COURSE OUTLINE

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Status: Permanent

Date: 11/03/2008
Spring 2010

A. Identification:

1. Subject Area: Computer Information Systems
2. Course Number: CIS 168
3. Course Title: History of Video Games
4. Credit Hrs: 3.0
5. Catalog Description: This course provides a historical and critical approach to the evolution of computer and video game design from its beginnings to the present. It brings together cultural, business, political, and technical perspectives. Students should come away from the course with an understanding of the history of this medium, as well as insights into design, production, marketing, and socio-cultural impacts of interactive entertainment and communication. Three lecture.

B. Course Goals: To provide students with an understanding and breadth of knowledge related to video games and the social, business, entertainment, political, and cultural aspects of the same.

C. Course Outcomes: Students will:

1. Demonstrate an understanding of video game history through play, critical writing and review.
2. Develop an understanding of cultural and social ramifications of video games.
3. Engage each other in critical discussion and review of different games
4. Debate key milestones in the video game history.
5. Discuss video games through each decade and related events in society.

D. Assessment of Course Outcomes:

At a minimum, methods and techniques used to measure student outcome achievement will include:

1. Critical Essays
2. Exams
3. Final Project

E. Course Content:

The course will offer reading, discussion, guest presentations and projects on the developing culture and technology of computer and video game design. It also will include:

1. entertainment media,
2. computing technology,
3. applications of gaming technology
4. business history.

5. play in human culture; early computer games from Chess to Star Trek;
6. the role of artificial intelligence
7. research; history of computer graphics and sound technology;
8. the evolution of techniques and genres of computer game design;
9. business competition; games and the microcomputer revolution;
10. networked gaming;
11. gadgets and games as factors in the evolution of software and hardware;
12. marketing;
13. gendering of games and game play;
14. virtual worlds; simulation;