



CS/ART/JOUR 484/684

Seminar on Serious Games

Alternate Thursdays Noon – 1, JCSU 317

This will be a one credit course consisting of between six to nine meetings per semester. Students enrolled in this course will also attend colloquia with internal (to UNR) and external speakers. There will also be demonstrations, and exhibitions focused on serious games. Typically, demonstrations and exhibitions will be derived from student projects in serious games minor related classes. For now, this is an experimental course and thus being offered under different course numbers - we will depend on your feedback to enhance the course to meet our course objectives below.

Course Objectives

This course introduces students to differing perspectives on serious games. Speakers and students from ART, Computer Science and Engineering, and Journalism, present and discuss their research and creative efforts providing students with fresh perspectives on games, gaming, and serious games.

Course Arrangement

The course has two components: Lecture and Colloquia. Both components are mandatory. Note specifically that the colloquium component is mandatory.

Assignments

You will be required to write a short Blog entry for each Lecture and Colloquium, except for the first class. We suggest using www.blogger.com. Each such entry will answer the following questions within one or two sentences each.

1. What did you learn about games and serious games in the lecture?
2. What issue related to games or serious games was covered?
3. What did you learn about the discipline from which the class/lecture/colloquium was drawn?

Please be brief and help us improve the course.



Exams and Tests

There are no exams or tests

Grading and Assessment

Students will be assigned letter grades. Your grades will be one of A, B, C, D, or F. Your final grade will be based on

Item	Percentage
Assignments	50%
Attendance and Interaction	50%

You may use any available blog service. We recommend www.blogger.com. Whatever service you use, please send us a link (the URL) to your blog by 5:00 p.m. February 3, 2009. These links will be added to the class web page.

Preliminary Course Outline and Schedule

Date	Content/Presenter
January 22	Introductions
February 5	Joseph DeLappe/Art

February 19	Pippa Avery (CSE)
March 5	Journalism Week (Colloquium)
March 19	Larry Dailey (Journalism)
April 2	Juan Quiroz (CSE) Interactive Evolution
April 16	Sushil Louis (CSE) AI in Games
April 30	Eelke Folmer (CSE) Accessibility in Games

Course Outcomes

Students should be able to:

1. Gain knowledge of contemporary issues
2. Learn to better communicate effectively with a wide range of audiences

Communications

Students are expected to read their email and check the class web page <http://www.cse.unr.edu/~sushil/class/484/> at least once a day.

Preliminary Office hours

1 – 1:30 p.m. Thursdays in a location to be determined. You can also send email to sushil@cse.unr.edu, ldailey@unr.edu, or delappe@unr.edu to make an appointment.