



MMCC3029

Critical Games Studies

Session 2, Special circumstance 2020

Department of Media, Music, Communication and Cultural Studies

Contents

<u>General Information</u>	2
<u>Learning Outcomes</u>	2
<u>General Assessment Information</u>	3
<u>Assessment Tasks</u>	4
<u>Delivery and Resources</u>	6
<u>Policies and Procedures</u>	7

Disclaimer

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Notice

As part of [Phase 3 of our return to campus plan](#), most units will now run tutorials, seminars and other small group learning activities on campus for the second half-year, while keeping an online version available for those students unable to return or those who choose to continue their studies online.

To check the availability of face-to-face and online activities for your unit, please go to [timetable viewer](#). To check detailed information on unit assessments visit your unit's iLearn space or consult your unit convenor.

General Information

Unit convenor and teaching staff

Convenor

Rowan Tulloch

rowan.tulloch@mq.edu.au

Contact via Email

10HA 191C

By appointment

Credit points

10

Prerequisites

130cp at 1000 level or above including MAS240 or MMCC2140

Corequisites

Co-badged status

Unit description

This unit will provide students with the key concepts and methodologies in the study of video gaming. Building upon new media theory and game studies' approaches students will critically engage with the cultural, political, artistic, and technological dimensions of this increasingly important media form. This course explores the crucial theoretical issues in gaming, from rules and interactive narrative, to gender and power. Students will learn to analyse video games through a range of conceptual approaches that recognize the specificities of this form while acknowledging games as part of the broader media-scape. The unit is designed to offer those interested in designing, writing, analyzing, writing about, or even just playing video games, a deeper understanding of the role and context of video game play in contemporary culture. It will provide students with the conceptual frameworks needed to theorize the past, present, and future of this complex and crucial medium.

Important Academic Dates

Information about important academic dates including deadlines for withdrawing from units are available at <https://www.mq.edu.au/study/calendar-of-dates>

Learning Outcomes

On successful completion of this unit, you will be able to:

ULO1: contextualise video games within a history of play practices.

ULO2: analyse and evaluate the medium of video gaming in context of broader cultural and technological processes.

ULO3: evaluate specific video games through game design methodologies.

ULO4: synthesise a range of academic approaches to video gaming to produce various works.

ULO5: identify and appraise key ideas and methodologies underpinning the video game studies discipline.

General Assessment Information

General Assessment Grading Information

GRADE	RANGE	STATUS	DESCRIPTION
HD	85-100	Pass	Provides consistent evidence of deep and critical understanding in relation to the learning outcomes. There is substantial originality, insight or creativity in identifying, generating and communicating competing arguments, perspectives or problem solving approaches; critical evaluation of problems, their solutions and their implications; creativity in application as appropriate to the program.
D	75-84	Pass	Provides evidence of integration and evaluation of critical ideas, principles and theories, distinctive insight and ability in applying relevant skills and concepts in relation to learning outcomes. There is demonstration of frequent originality or creativity in defining and analysing issues or problems and providing solutions; and the use of means of communication appropriate to the program and the audience.
CR	65-74	Pass	Provides evidence of learning that goes beyond replication of content knowledge or skills relevant to the learning outcomes. There is demonstration of substantial understanding of fundamental concepts in the field of study and the ability to apply these concepts in a variety of contexts; convincing argumentation with appropriate coherent justification; communication of ideas fluently and clearly in terms of the conventions of the program.
P	50-64	Pass	Provides sufficient evidence of the achievement of learning outcomes. There is demonstration of understanding and application of fundamental concepts of the program; routine argumentation with acceptable justification; communication of information and ideas adequately in terms of the conventions of the program. The learning attainment is considered satisfactory or adequate or competent or capable in relation to the specified outcomes.
F	0-49	Fail	Does not provide evidence of attainment of learning outcomes. There is missing or partial or superficial or faulty understanding and application of the fundamental concepts in the field of study; missing, undeveloped, inappropriate or confusing argumentation; incomplete, confusing or lacking communication of ideas in ways that give little attention to the conventions of the program.

For full assessment rubrics please refer to iLearn

Late Submission Penalties

Unless a Special Consideration request has been submitted and approved, (a) a penalty for lateness will apply – two (2) marks out of 100 will be deducted per day for assignments

submitted after the due date – and (b) no assignment will be accepted more than seven (7) days (incl. weekends) after the original submission deadline. No late submissions will be accepted for timed assessments – e.g. quizzes, online tests.

Examples

Where appropriate examples of assessments will be provided in tutorials, or posted on iLearn.

Feedback

Feedback on assessments will be provided through iLearn.

General feedback on student active participation performance will be given by tutors in class, and students are encouraged to talk directly with their tutor, or the unit convenor, if they would like more detailed individual feedback.

Assessment Tasks

Name	Weighting	Hurdle	Due
<u>Online Quizzes</u>	30%	No	Sunday 11:59pm: Week 6 & Week 12
<u>Online Participation</u>	20%	No	Weeks 2 to 11
<u>Active Participation</u>	10%	No	Ongoing
<u>Conceptual Engagement</u>	40%	No	Friday 5pm Week 13

Online Quizzes

Assessment Type ¹: Quiz/Test

Indicative Time on Task ²: 30 hours

Due: **Sunday 11:59pm: Week 6 & Week 12**

Weighting: **30%**

Students must undertake two multiple choice online quizzes. The questions for these quizzes will be selected from the weekly questions students submit as part of their Online Participation task. The quizzes are open book and must be taken individually. The due dates and access links are available via iLearn. Late attempts will only be allowed if a Special Consideration application has been approved.

Refer to iLearn for further information.

On successful completion you will be able to:

- contextualise video games within a history of play practices.
- analyse and evaluate the medium of video gaming in context of broader cultural and

technological processes.

- identify and appraise key ideas and methodologies underpinning the video game studies discipline.

Online Participation

Assessment Type ¹: Participatory task

Indicative Time on Task ²: 20 hours

Due: **Weeks 2 to 11**

Weighting: **20%**

Each week students will need to write and submit multiple choice questions based on the readings for each week and the lecture. Questions must engage with an important aspect from the reading/lecture. Four alternative answers must be given, with only one of them being correct.

Refer to iLearn for further information.

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Active Participation

Assessment Type ¹: Participatory task

Indicative Time on Task ²: 10 hours

Due: **Ongoing**

Weighting: **10%**

Active participation is based on a set of small tasks including student-led discussions and group activities that take place in the weekly tutorials.

Refer to iLearn for further information.

On successful completion you will be able to:

- contextualise video games within a history of play practices.
- analyse and evaluate the medium of video gaming in context of broader cultural and technological processes.
- evaluate specific video games through game design methodologies.
- synthesise a range of academic approaches to video gaming to produce various works.
- identify and appraise key ideas and methodologies underpinning the video game studies discipline.

Conceptual Engagement

Assessment Type ¹: Essay

Indicative Time on Task ²: 42 hours

Due: **Friday 5pm Week 13**

Weighting: **40%**

Students will produce a conceptual engagement task that explores and analyses the cultural, political and technological contexts of a specific video game or gaming community.

Students can either produce a traditional essay style analysis that makes a clear theoretical argument about their game of choice. Or they can produce a game design document that details a game of their own creation that engages with theory by enacting it within the game design. Both options must be theoretically rigorous and use unit readings and academic material from the student's own research.

Refer to iLearn for further information.

On successful completion you will be able to:

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- evaluate specific video games through game design methodologies.
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¹ If you need help with your assignment, please contact:

- the academic teaching staff in your unit for guidance in understanding or completing this type of assessment
- the [Writing Centre](#) for academic skills support.

² Indicative time-on-task is an estimate of the time required for completion of the assessment task and is subject to individual variation

Delivery and Resources

Lectures: MMCC3029 does not have live lectures. The lectures for MMCC3029 are video-recordings available online through iLearn. Students are expected to engage with lectures and to actively relate lecture content to tutorial discussions, online participation, and assessments.

Tutorials: Participation in tutorial activities and in-class exercises form an integral part of MMCC3029. Students are expected to arrive punctually and actively participate in class work. A

mark is allocated for in-class participation in this unit and a roll will be taken at the beginning of each class. If students arrive over 15 minutes late for a tutorial, they will be deemed absent for that class.

Students should note that they are expected to attend all tutorials over the semester. If missing a tutorial for serious and unavoidable reasons, special consideration must be granted to avoid penalty.

Tutorials begin in Week 2

Required and recommended texts and/or materials: The readings for this unit will be accessible through iLearn.

Technologies used: The iLearn site for MMCC3029 is accessible at: <http://ilearn.mq.edu.au/>. A computer and Internet access are required to complete assessments in MMCC3029.

Assessment Submission: All assignments for MMCC3029 will be completed/submitted online, via iLearn. Further details on submission will be explained in tutorials.

Return of marked work: Marked work will be returned to students through iLearn.

Consultation: By appointment only

Policies and Procedures

Macquarie University policies and procedures are accessible from [Policy Central \(https://staff.mq.edu.au/work/strategy-planning-and-governance/university-policies-and-procedures/policy-central\)](https://staff.mq.edu.au/work/strategy-planning-and-governance/university-policies-and-procedures/policy-central). Students should be aware of the following policies in particular with regard to Learning and Teaching:

- [Academic Appeals Policy](#)
- [Academic Integrity Policy](#)
- [Academic Progression Policy](#)
- [Assessment Policy](#)
- [Fitness to Practice Procedure](#)
- [Grade Appeal Policy](#)
- [Complaint Management Procedure for Students and Members of the Public](#)
- [Special Consideration Policy](#) (**Note:** *The Special Consideration Policy is effective from 4 December 2017 and replaces the Disruption to Studies Policy.*)

Students seeking more policy resources can visit the [Student Policy Gateway \(https://students.mq.edu.au/support/study/student-policy-gateway\)](https://students.mq.edu.au/support/study/student-policy-gateway). It is your one-stop-shop for the key policies you need to know about throughout your undergraduate student journey.

If you would like to see all the policies relevant to Learning and Teaching visit [Policy Central \(https://staff.mq.edu.au/work/strategy-planning-and-governance/university-policies-and-procedures/policy-central\)](https://staff.mq.edu.au/work/strategy-planning-and-governance/university-policies-and-procedures/policy-central).

Student Code of Conduct

Macquarie University students have a responsibility to be familiar with the Student Code of Conduct: <https://students.mq.edu.au/study/getting-started/student-conduct>

Results

Results published on platform other than [eStudent](#), (eg. iLearn, Coursera etc.) or released directly by your Unit Convenor, are not confirmed as they are subject to final approval by the University. Once approved, final results will be sent to your student email address and will be made available in [eStudent](#). For more information visit <ask.mq.edu.au> or if you are a Global MBA student contact globalmba.support@mq.edu.au

Student Support

Macquarie University provides a range of support services for students. For details, visit <http://students.mq.edu.au/support/>

Learning Skills

Learning Skills (<mq.edu.au/learningskills>) provides academic writing resources and study strategies to help you improve your marks and take control of your study.

- [Getting help with your assignment](#)
- [Workshops](#)
- [StudyWise](#)
- [Academic Integrity Module](#)

The Library provides online and face to face support to help you find and use relevant information resources.

- [Subject and Research Guides](#)
- [Ask a Librarian](#)

Student Services and Support

Students with a disability are encouraged to contact the [Disability Service](#) who can provide appropriate help with any issues that arise during their studies.

Student Enquiries

For all student enquiries, visit Student Connect at <ask.mq.edu.au>

If you are a Global MBA student contact globalmba.support@mq.edu.au

IT Help

For help with University computer systems and technology, visit http://www.mq.edu.au/about_us/offices_and_units/information_technology/help/.

When using the University's IT, you must adhere to the [Acceptable Use of IT Resources Policy](#).

The policy applies to all who connect to the MQ network including students.