



# MMCC3029

## Critical Games Studies

Session 2, Special circumstances, North Ryde 2021

*Department of Media, Communications, Creative Arts, Language and Literature*

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### Disclaimer

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### Session 2 Learning and Teaching Update

The decision has been made to conduct study online for the remainder of Session 2 for all units WITHOUT mandatory on-campus learning activities. Exams for Session 2 will also be online where possible to do so.

This is due to the extension of the lockdown orders and to provide certainty around arrangements for the remainder of Session 2. We hope to return to campus beyond Session 2 as soon as it is safe and appropriate to do so.

Some classes/teaching activities cannot be moved online and must be taught on campus. You should already know if you are in one of these classes/teaching activities and your unit convenor will provide you with more information via iLearn. If you want to confirm, see the list of [units with mandatory on-campus classes/teaching activities](#).

Visit the [MQ COVID-19 information page](#) for more detail.

## General Information

Unit convenor and teaching staff

Unit Convenor

Rowan Tulloch

[rowan.tulloch@mq.edu.au](mailto: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

Please note that the University and the Faculty of Arts have launched a new assessment policy effective as of 1 July 2021. This new policy particularly affects LATE SUBMISSION OF ASSIGNMENTS.

The Faculty policy in relation to late assessment submissions is as follows:

**Unless a Special Consideration request has been submitted and approved, (a) a penalty for lateness will apply – 10 marks out of 100 credit will be deducted per day for assignments submitted after the due date – and (b) no assignment will be accepted seven days (incl. weekends) after the original submission deadline. No late submissions will be accepted for timed assessments – e.g. quizzes, online tests, etc.**

To be very clear:

- Unless you have applied for special consideration and had your application approved, for each day your assignment is late, 10 marks will be deducted. For example, if you submit your assignment 7 days late, 70 marks will be deducted, which means you will fail that assignment.
- If your assignment is more than 7 days late (including weekends), you will get 0 for your assignment.

These are serious penalties that will substantially alter your final grade and even determine whether you pass or fail this unit. Please make every effort to submit your assignment by the due date.

If you find you cannot submit your assignment on time, please apply for Special Consideration through AskMQ. Make sure you read Macquarie University's policy regarding Special Consideration requests before you apply: <https://students.mq.edu.au/study/assessment-exams/special-consideration>

## Assessment Tasks

Name	Weighting	Hurdle	Due
<a href="#">Online Participation</a>	20%	No	23:59 Wednesday, weekly

Name	Weighting	Hurdle	Due
<u>Conceptual Engagement</u>	40%	No	23:59 05/11/2021
<u>Active Participation</u>	10%	No	Ongoing
<u>Online Quizzes</u>	30%	No	23:59 05/09/2021 & 31/10/2021

## Online Participation

Assessment Type <sup>1</sup>: Participatory task

Indicative Time on Task <sup>2</sup>: 20 hours

Due: **23:59 Wednesday, weekly**

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.

On successful completion you will be able to:

- contextualise video games within a history of play practices.
- identify and appraise key ideas and methodologies underpinning the video game studies discipline.

## Conceptual Engagement

Assessment Type <sup>1</sup>: Essay

Indicative Time on Task <sup>2</sup>: 42 hours

Due: **23:59 05/11/2021**

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:

- 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.

## Active Participation

Assessment Type <sup>1</sup>: Participatory task

Indicative Time on Task <sup>2</sup>: 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.

## Online Quizzes

Assessment Type <sup>1</sup>: Quiz/Test

Indicative Time on Task <sup>2</sup>: 30 hours

Due: **23:59 05/09/2021 & 31/10/2021**

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.

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<sup>1</sup> 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.

<sup>2</sup> 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/login 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.

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://policies.mq.edu.au) (<https://policies.mq.edu.au>). 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](#)

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

To find other policies relating to Teaching and Learning, visit [Policy Central](https://policies.mq.edu.au) (<https://policies.mq.edu.au>) and use the [search tool](#).

## Student Code of Conduct

Macquarie University students have a responsibility to be familiar with the Student Code of Conduct: <https://students.mq.edu.au/admin/other-resources/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](https://ask.mq.edu.au) or if you are a Global MBA student contact [globalmba.support@mq.edu.au](mailto: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](https://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](http://ask.mq.edu.au)

If you are a Global MBA student contact [globalmba.support@mq.edu.au](mailto: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/](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.