

## Preliminary Web Course Description

\*Please note: This is a preliminary web course description only. The department reserves the right to change without notice any information in this description. The final, binding course outline will be distributed in the first class of the semester.

### School of English and Theatre Studies

Course Code: THST 3170	Course Title: Special Topics: Theatre and Video Games	Date of Offering: Winter 2021
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Course Instructor: Peter Kuling	Course Format: Seminar (Hybrid Format)
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#### Brief Course Synopsis:

This course will provide a foundation for thinking about interactions between theatre, narrative, play, choices, performance, and multimedia within the world of video games. Various titles from arcades, consoles, and computers will be used to investigate and unpack how gaming, play, and performance have always had a strong relationship to theatrical/narrative elements in-game and gamer experiences meta-textually beyond games. Theories of interactivity, metagaming, identity politics, globalization, ethics, and affect theory will, amongst other theoretical viewpoints, provide new measures for assessing and evaluating key titles from video game history. This Special Topics course focuses on academic, historical, and theoretical outcomes, but students will also be expected to play games online together throughout the term. Practical engagement with video games of all kinds will be used to help students experience a range of game styles and types as well as allow students of all skill levels to engage and think differently about video games, theatre, and play.

#### Methods of Evaluation and Weight:

Participation (Synchronous Class Discussions and Online Gaming)	20%
Reading Responses x 2 @ 10%	20%
Live Streaming Assignment	15%
Final Project Proposal	10%
Final Project – Research Paper OR Podcast OR YouTube Video	35%

#### Texts and/or Resources Required (e.g. Internet access, specific textbook title, lab kit, etc.)

Internet Access with good upload/download speed will be required. Students do not need to own gaming consoles, however each gaming system they can access allows for more exposure to different titles. All required games will be played and live streamed by the instructor. Our class will be in a hybrid format that includes both synchronous and asynchronous delivery. Independent video game play, alone or in groups, will be actively encouraged.

#### Other information that you wish to share about the course (optional):

We will be using the gaming chat/voice service Discord <https://discordapp.com/> to have discussions about games and find groups to play together throughout the term.