

## CCTP 740 Serious Games in Theory and Practice: Reading List

### Sept 8th: Introductory

Malthroup, Stewart. (2005). "After the Last Generation: Rethinking Scholarship in the Days of Serious Play." Unpublished MS; delivered at DAC 2005. [PDF]

Schollmeyer, Josh. (2006). "Games Get Serious." *Bulletin of the Atomic Scientists*, July/August 2006, pp 34-39. [PDF]

Smith, Roger. (2007). "Game Impact Theory: The Five Forces That Are Driving the Adoption of Game Technologies within Multiple Established Industries." Unpublished MS. [PDF]

Frasca, Gonzalo. (2003). "Simulation versus Narrative: Introduction to Ludology." In *Video/Game/Theory*. Edited by Mark J.P. Wolf and Bernard Perron. Routledge.

### Sept 15th: Coming to (Serious) Terms

Juul, Jesper. (2005). "Videogames and the Classic Game Model." *Half-Real: Video Games Between Real Rules and Fictional Worlds*. Cambridge: MIT.

Malaby, Thomas. "Separating play from game" (unpublished MS).

Michael, David and Sande Chen. (2006). "What Are Serious Games?" *Serious Games: Games that Educate, Train, and Inform*. Boston: Thompson Course Technology.

Suits, Bernard. (2003). "Construction of a Definition." In *The Game Design Reader: A Rules of Play Anthology*. Salen and Zimmerman, eds.

Sutton-Smith, Brian. (2003). "Play and Ambiguity." In *The Game Design Reader: A Rules of Play Anthology*. Salen and Zimmerman, eds.

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### **Sept 22nd: Serious Teaching, Serious Learning, Serious Training**

Becker, Katrin. 2008. *The Invention of Good Games*. PhD Dissertation.

Federation of American Scientists. (2006). "Harnessing the Power of Videogames for Learning."

Gee, James Paul. (2007). *Good Video Games and Good Learning*. New York: Peter Lang.

Michael, David and Sande Chen. (2006). "Educational Games." *Serious Games: Games that Educate, Train, and Inform*. Boston: Thompson Course Technology.

Silberman-Keller, Diana. (2007). "The Game of Non-Formal Pedagogy." Conference paper (personal communication).

Special Operations Forces Language Office, United States Special Operations Command. (2007). "Special Operations Language Training Software Measurement of Effectiveness Study: Tactical Iraqi Study Final Report [Executive Summary]." May 2007.

Ulmer, Greg. "Academic Discourse in the Age of Television." *Teletheory*. New York: Atropos Press. 2004.

### **Sept 29th: Simulating a Seriously RealWorld(TM)**

Castronova, Edward. "A Test of the Law of Demand in a Virtual World: Exploring the Petri Dish Approach to Social Science." CESIFO Working Paper No. 2355, Category 10: Empirical and Theoretical Methods. July 2008.

Lebow, Richard Ned. "Counterfactual Thought Experiments: A Necessary Research Tool." In *Unmaking the West: Counterfactual Thought Experiments in History*. Tetlock, Lebow and Parker, eds.

Lofgren, Eric T. and Nina H. Fefferman. (2007). "The untapped potential of virtual game worlds to shed light on real world epidemics." *Lancet Infectious Disease* 2007; 7: 625–29.

Markoff, John. (2000). "Something is killing the sims and its no accident." *NYTimes*. April 27, 2000.

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### **October 6th: Seriously Persuasive**

Bogost, Ian. *Persuasive Games*. New York: MIT Press. 2008.

### **October 13th: No Class (Seriously)**

*Optional reading:* Frasca, Gonzalo. *Videogames of the Oppressed: Videogames as a Means for Critical Thinking and Debate*. PhD Thesis (unpublished)

### **Oct 20th: Modding Workshop**

Brief overview of modding and the "mod scene";  
Procedural Modding: BrickBreaker in Processing;  
Visual Modding: Doom 3

### **Oct 27th: The How and Why of Serious Gamers**

Bartle, Richard. "Hearts, Clubs, Diamonds, Spades: Players Who Suits MUDs." In *The Game Design Reader: A Rules of Play Anthology*. Salen and Zimmerman, eds.

Consalvo, Mia. (2007) "Capitalizing on Paratexts: Gameplay, Ethics, and Everyday Life." In *Cheating*. Boston: MIT.

Geertz, Clifford. "Deep Play: Notes on Balinese Cockfight."

Lazzaro, Nicole. (2004). "Why We Play Games: Four Keys to More Emotion Without Story."

Malaby, Thomas. (2003). "Poker and Positioning." *Gambling Life: Dealing in Contingency in a Greek City*.

Taylor, T. L. (2007). "Beyond Fun: Instrumental Play and Power Games." *Play Between Worlds*.

Taylor, T. L. (2006). "Does World of Warcraft Change Everything? How a PVP Server, Multinational Playerbase, and Surveillance Mod Scene Caused Me Pause." In *Digital Culture, Play, and Identity: A World of Warcraft Reader*.

Screen (DVDs to be provided): *King of Kong: A Fistful of Quarters* (2007);

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### **Nov 3rd: Games and States I**

Castronova, Ted. *Exodus to the Virtual World*. New York: MIT.

### **Nov 10th: Games and States II**

Manning, Frank E. "Celebrating Cricket: The Symbolic Construction of Caribbean Politics"

Michael, David and Sande Chen. (2006). "Government Games." *Serious Games: Games that Educate, Train, and Inform*. Boston: Thompson Course Technology.

Farmer, Randy and Chip Morningstar. "The Lessons of Lucasfilm's Habitat." In *The Game Design Reader: A Rules of Play Anthology*. Salen and Zimmerman, eds.

Söderberg, Johan. (2007). "The Play Struggles of Hackers". *Hacking Capitalism: The Free and Open Source Software (FOSS) Movement*. Routledge.

### **Nov 17th: Seriously Virtual: Gaming the Real**

Bostrom, Nick. "Are You Living in a Simulation?" *Philosophical Quarterly*, 2003, Vol. 53, No. 211, pp. 243-255.

Schroeder, Randy. (1996). "Playspace invaders: Huizinga, Baudrillard and video game violence." *Journal of Popular Culture*; Winter 1996; 30, 3; p.143

Additional reading TBA

Screen (DVDs provided)

- eXistenZ (1999)

### **Nov 24th: Gaming as a Truth Procedure**

Hesse, Herman. *The Glass Bead Game*