

ABOUT (THE ACADEMIC) ME

Literature

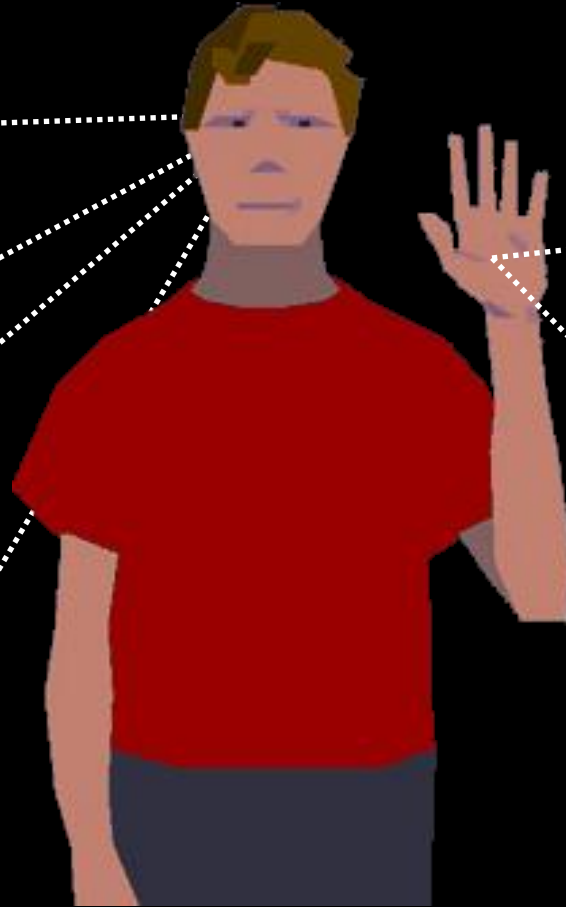
Philosophy

Games

Technology

Aesthetic
Education

Media
Poetics



CGP: ↘

CRITICAL GAMING

INTRODUCTION TO GAME STUDIES

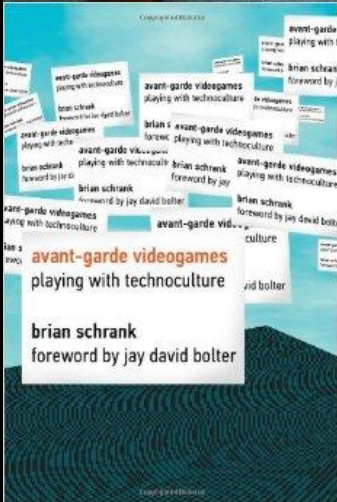
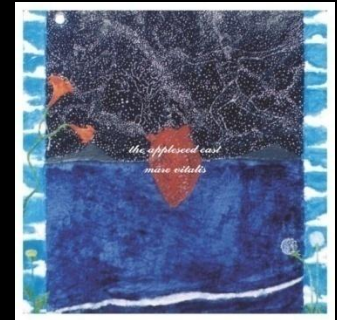
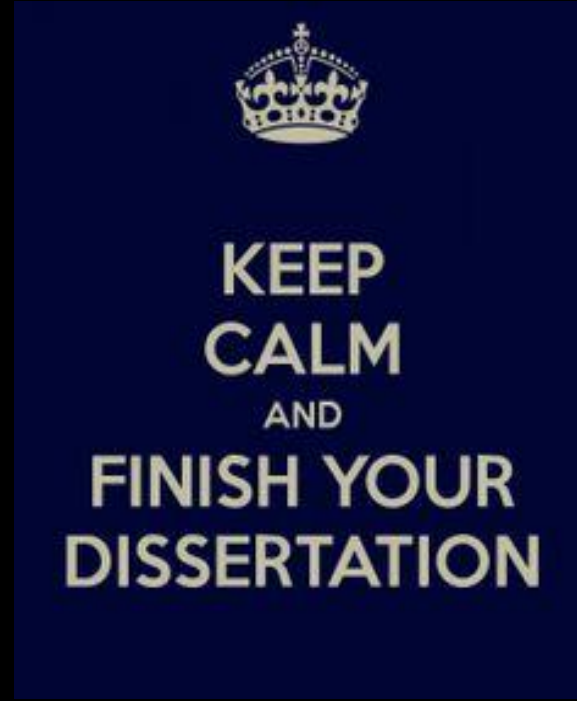
THE UNEXAMINED GAME IS NOT WORTH PLAYING.

TAKE THIS!



CHID 250 ▲ WINTER 2016

THE (MOST RECENT) EVERYDAY ME



INTRODUCTIONS

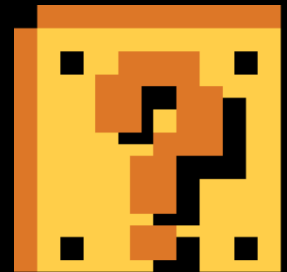
SIGN-IN SHEET

- A. write-in nickname
or
- B. simply sign if no change



SHARE

1. Name
2. Major / focus of interests



THE (LOST) FOCUS OF “EDUCATION”

EDUCERE; TO DRAW OUT

1. “Questions as Content”
2. Useful Dogmas, Ethics vs. Developing the Imagination
3. The power of example-centric approaches
4. Reading, theory* and reflective reasoning

The Figure of the Explorer, Cartographer

θεωρός / THEŌRÓS, THEORINE → “THEORY”

