

FINAL SYMPOSIUM

Details

There are 3 written components to the symposium participation:

1. Prompt / topic proposal (Due Wednesday 12/7)
Fill out the [symposium prompt/topic form] with ideas you want the group to focus on in their prepared remarks.
2. Prepared remarks (Due Monday 12/12)
Draft a 1-2 min remark (no more than a page, typed) that you will deliver to the symposium, to be handed in each day (one per day). Stronger remarks will draw on class resources (terms, arguments, examples, lecture ideas, etc.) and build from shared examples, weaker remarks will wander, assume out-of-class game knowledge (i.e. reference games we have not addressed in class without explaining why/giving context, use "gamerspeak" as shorthand, etc.). Finally, imagine the symposium group as audience, not me; I'm more interested in hearing what you think than what you think I want to hear. You need not read your remark in full and improvisation is ok, but the remark will need to be polished prose.
3. Final reflection (Due Friday 12/18)
Write a short post on the blog reflecting on the symposium experience and what you learned from the remarks of your colleagues.

Monday 12/12: Insights into Critical Gaming

Group 1, preparing remarks for:

What is the value of personal experience in gameplay, and how does it relate to or influence what happens in the game?

Roland, Esla, Michelle, Victor, Jack, Jason, Zack, John, Devyn, Brandon, Kayla, Hannah

Group 2, preparing remarks for:

How does the experience of Undertale, with its design for a pacifist relation to game space, counter the traditional or more commonplace relations to gamespace?

Janessa, Meilsa, Emma, Raphael, Brian M, Levi, Caleb, Nikki, Rachid, Davey, Bryan W, Caiti

Wednesday 12/14: Future of Game Cultures

Group 1: *How does nostalgia affect creativity in games? How might this change in the future?*

Janessa, Meilsa, Emma, Raphael, Brian M, Levi, Caleb, Nikki, Rachid, Davey, Bryan W, Caiti

Group 2: *Imagine an alternate history where digital games are invented today (rather than in the 1960s). How would this new origin affect games and our experience of game culture?*

Roland, Esla, Michelle, Victor, Jack, Jason, Zack, John, Devyn, Brandon, Kayla, Hannah