

## **Unit 1**

### **Week 1**

Monday, January 6th

- Course Introduction
- Icebreakers
- In-Class Game(s)

Wednesday, January 8th

- Introduce Blogs
- Set up blogs in-class
- Introduce Project 1

Friday, January 10th

- Introduce Peer Review Groups
- Play *Super Mario Crossover* in class
- In-Class Blog

### **Week 2**

Monday, January 13th

- Plagiarism Exercise
- Discuss readings
  - Shitty First Drafts
  - Responding, Really Responding
  - Bogost's "The Rhetoric of Videogames"

Wednesday, January 15th

- Class discussion of Papers, Please
- In-Class Writing
- In-Class Game
- Sharing Circle of Topics

Friday, January 17th

- Creating an Interesting Introduction

- Creating a Compelling Conclusion
- Workshop Draft 1 Project 1

### **Week 3**

Monday, January 20th

**NO CLASS: Martin Luther King Jr. Day**

Wednesday, January 22nd

- In-class discussion of previous student sample projects
- In-class writing
- In-class games

Friday, January 24th

- How to Write a Narrative exercise
- In-class writing
- In-class games

### **Week 4**

Monday, January 27th

- Discuss LIMBO in class
- Grammar Remediation
- Editing Focus

Wednesday, January 29th

- Thesis statement exercises

Friday, January 31st

- Workshop Draft 3 Project 1

## **Unit 2**

### **Week 5**

Monday, February 3rd

- Project 1 Due
- Process Memo

- Play *Super Hexagon* in class
- Play *DLC Quest* in class

Wednesday, February 5th

- Introduce Project 2
- Sharing circle of ideas
- In-class writing

Friday, February 7th

- **Presentations in Class by First Year Outreach**
- Formal Introduction to Procedurality

## **Week 6**

Monday, February 10th

- Formal Introduction to Procedurality
- Discuss *Papers, Please* as a procedural game
- Discuss other procedural games

Wednesday, February 12th

- Citation remediation
- Collaborative Rhetoric Glossary
- In-class writing(s)
- In-class game(s)

Friday, February 14th

- Play *First Person Tutor*
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## **Week 7**

Monday, February 17th

- **NO CLASS: CONFERENCES**

Wednesday, February 19th

- **NO CLASS: CONFERENCES**

Friday, February 21st

- **NO CLASS: CONFERENCES**

## **Week 8**

Monday, February 24th

- Library presentations

Wednesday, February 26th

- Discuss Bitzer's "The Rhetorical Situation"
- Discuss Rhetorical Situation using Xbox One reveal
- Discuss chapters from Bogost's Persuasive Games
- Play *Meat Boy*
- Play PETA's games *Cooking Mama* and *Super Tofu Boy*

Friday, February 28th

- Workshop Draft 2 of Project 2

## **Week 9**

Monday, March 3rd

- Paper Deconstruction exercise
- In-class writing(s)
- In-class game(s)

Wednesday, March 5th

- Workshop Draft 3 of Project 2
- Process Memo

Friday, March 7th

- Project 2 Due
- Process Memo

## **Week 10**

Monday, March 10th

**SPRING BREAK!**

Wednesday, March 12th

**SPRING BREAK!**

Friday, March 14th  
**SPRING BREAK!**

## **Unit 3**

### **Week 11**

Monday, March 17th

- Play *Thirty Flights of Loving* in class
- Play *Unmanned* in class
- Introduce Project 3

Wednesday, March 19th

- Analyzing the rhetorical situation of games, boxes, and trailers
- Creating demographic profiles for games
- Small-group workshops to discuss topics

Friday, March 21st

- **Class cancelled (CCCC 2014)**

### **Week 12**

Monday, March 24th

- **NO CLASS: CONFERENCES**

Wednesday, March 26th

- **NO CLASS: CONFERENCES**

Friday, March 28th

- **NO CLASS: CONFERENCES**

### **Week 13**

Monday, March 31st

- Discuss *Braid*
- In-class tutorials on Photoshop and Twine

Wednesday, April 2nd

- Discuss *Thomas Was Alone*
- Project 3 Advertising Meetings

Friday, April 4th

- Project 3 Demo-Swap

### **Week 14**

Monday, April 7th

- Discuss *Little Inferno*

Wednesday, April 9th

- In-class games
- In-class writing

Friday, April 11th

- Workshop Draft 3 Project 3
- Introduce Project 4

## **Unit 4**

### **Week 15**

Monday, April 14th

- Play Monaco in-class

Wednesday, April 16th

- Play Monaco in-class

Friday, April 18th

- Develop walkthrough in-class

### **Week 16**

Monday, April 21st

- Trade documentation in-class

Wednesday, April 23rd

- Work with peer documentation

Friday, April 25th

- Project 4 Due
- All revisions Due
- Course evaluations