

**Using the Required Readings in the Final Project: A Checklist.**

For V. 2 of the project, cite and demonstrate your knowledge of at least 40% of the **readings and concepts** covered in the class, including **at least two chapters from the S-S book**. That means you need to check at least 14 boxes below. OPTIONAL readings can substitute for required readings, if you choose to use them. For V. 2 you also need to use at least three chapters of **outside research** not assigned in the class. For undergraduates, optional readings can count as outside research.

**CITED AND EMPLOYED IN A MEANINGFUL WAY:**

(choose at least 14)

- S-S Ch. 2, Rhetorics of Animal Progress.
- S-S Ch. 3, Rhetorics of Child Play.
- S-S Ch. 4, Rhetorics of Fate
- S-S Ch. 6, Rhetorics of Identity
- S-S Ch. 8, Rhetorics of the Imaginary.
- S-S Ch. 10, Rhetorics of Self.
- S-S Ch. 11, Rhetorics of Frivolity.
- Play as Power (lecture only) conspicuous consumption/leisure class
- Play as Power (lecture only) Hearn's critical theory of play
- Suits (from S-Z), Construction of a Definition.
- Huizinga (from S-Z), Nature and Significance of Play as a Cultural Phenomenon.
- Caillois (from S-Z), The Definition of Play
- Hughes (from S-Z), Why are Rooie Rules Nice?
- Chick (from S-Z), Shoot Club: The Doom 3 Review.
- Salen & Zimmerman, "Games as the Play of Simulation."
- always\_black (from S-Z), "Bow, Nigger."
- Koster (from S-Z), Declaring the Rights of Players.
- Dibbell, A Rape in Cyberspace.
- Jenkins (from S-Z) (p. 330-), Video Games as Gendered Play Spaces.
- Mochan (from S-Z), How to be a Cheap Ass.
- Rouse III (from S-Z), Game Analysis: Centipede.
- Sniderman (from S-Z), Unwritten Rules.
- Crowe & Bradford, Hanging Out in Runescape
- Church (from S-Z), Formal Abstract Design Tools.
- Poundstone from S-Z, Game Theory.
- Bartle (from S-Z), Hearts, Clubs, Diamonds, Spades: Players Who Suit MUDs
- Mateas & Stern chapters from S-Z, Interaction and Narrative.
- Industry/Commercialization (lecture only) windowing, franchising, labor, obsolescence, first copy costs
- DeKoven (from S-Z), Changing the Game.

- Garfield (from S-Z), The Design of Magic: The Gathering.
- Birdwell (from S-Z), The Cabal: Valve's Design Process for Creating Half-Life.
- Bjork & Holopainen (from S-Z), Games and Design Patterns.
- LeBlanc (from S-Z), Tools for Creating Dramatic Game Dynamics.
- Costikyan (from S-Z), I Have No Words and I Must Design.
- Farmer & Morningstar (from S-Z), The Lessons of Lucasfilm's Habitat.
- Beard: Clones, Bones, and Twilight Zones.
- Bissell, Extra Lives

**OPTIONAL READINGS:**

- Lorenz: On Feline Play.
- Miller: Ends, Means, and Galumphing
- Veblen Ch. 1 of The theory of the leisure class
- Hearn Ch. 1 of A Critical Theory of Play.
- Geertz chapter Deep Play.
- Sandvig, The Internet at Play
- Stephenson Ch. 4 Play Theory
- Malone: article Toward a Theory of Intrinsically Motivating Instruction
- Stephenson Ch. 15 Play Theory of Mass Communication Broadly Considered.
- the section of the Gadamer chapter Play as the Clue to Ontological Explanation.
- Lenoir, All But War is Simulation

**OUTSIDE RESEARCH:**

(find and employ at least three scholarly chapters, articles, or books, as discussed at the UGL session)

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