1. General Information

1a. Submitted by the College of: COMMUNICATION AND INFORMATION

   Date Submitted: 3/29/2013

1b. Department/Division: School Of Journalism &Telecommunication

1c. Contact Person

   Name: Nathan Stevens

   Email: nss@uky.edu

   Phone: 257-1809

   Responsible Faculty ID (if different from Contact)

   Name: John Clark

   Email: jclark@uky.edu

   Phone: 257-2810

1d. Requested Effective Date: Semester following approval

1e. Should this course be a UK Core Course? No

2. Designation and Description of Proposed Course

2a. Will this course also be offered through Distance Learning?: Yes [4]

2b. Prefix and Number: MAS 435

2c. Full Title: The History of Video Games and the Industry

2d. Transcript Title:

2e. Cross-listing:

2f. Meeting Patterns

   LECTURE: 3

2g. Grading System: Letter (A, B, C, etc.)

2h. Number of credit hours: 3

2i. Is this course repeatable for additional credit? No

   If Yes: Maximum number of credit hours:

   If Yes: Will this course allow multiple registrations during the same semester?

2j. Course Description for Bulletin: Provide an overview of the video game industry. The course focuses on a chronological understanding of the history of the video game industry, including key moments in the rise and fall (and the rise again) of the industry and an examination of the technological advances in both software and hardware.

2k. Prerequisites, if any: MAS major or minor status or consent of the instructor.

2l. Supplementary Teaching Component:

3. Will this course taught off campus?   No

   If YES, enter the off campus address:

4. Frequency of Course Offering: Fall,

   Will the course be offered every year?:   Yes

   If No, explain:

5. Are facilities and personnel necessary for the proposed new course available?:   Yes

   If No, explain:

6. What enrollment (per section per semester) may reasonably be expected?:   20

7. Anticipated Student Demand

   Will this course serve students primarily within the degree program?:   Yes

   Will it be of interest to a significant number of students outside the degree pgm?:   Yes

   If Yes, explain: [var7InterestExplain]

8. Check the category most applicable to this course: Relatively New – Now Being Widely Established,

   If No, explain:

9. Course Relationship to Program(s).

   a. Is this course part of a proposed new program?:   No

   If YES, name the proposed new program:

   b. Will this course be a new requirement for ANY program?:   No

   If YES, list affected programs:

10. Information to be Placed on Syllabus.

   a. Is the course 400G or 500?:   No

   b. The syllabus, including course description, student learning outcomes, and grading policies (and 400G-/500-level grading differentiation if applicable, from **10.a** above) are attached: No

Distance Learning Form

Instructor Name: Nathan Stevens

Instructor Email: nss@uky.edu

Internet/Web-based: No

Interactive Video: No

Hybrid: Yes

1.How does this course provide for timely and appropriate interaction between students and faculty and among students? Does the course syllabus conform to University Senate Syllabus Guidelines, specifically the Distance Learning Considerations?   The course will be synchronous through Adobe Connect which will provide students direct access to the instructor. The syllabus conforms to University Senate Syllabus Guidelines, specifically the Distance Learning Considerations.

2.How do you ensure that the experience for a DL student is comparable to that of a classroom-based student's experience? Aspects to explore: textbooks, course goals, assessment of student learning outcomes, etc.   The textbooks are readily available online. All students, whether in the classroom or at remote locations, are expected to be on time for all class meetings, interact productively in class discussions and activities, be prepared for discussions by reading all assigned material, and complete lab exercises, the final project, and all assignments by or before their due dates.

3.How is the integrity of student work ensured? Please speak to aspects such as password-protected course portals, proctors for exams at interactive video sites; academic offense policy; etc.   The integrity of student work is ensured by the use of Blackboard and Adobe Connect as the portals for the course. iTunes U will maintain all video content.

4.Will offering this course via DL result in at least 25% or at least 50% (based on total credit hours required for completion) of a degree program being offered via any form of DL, as defined above?   No.

If yes, which percentage, and which program(s)?   Not Applicable

5.How are students taking the course via DL assured of equivalent access to student services, similar to that of a student taking the class in a traditional classroom setting?   The textbooks are available via eBooks, the content is available via Blackboard and iTunes U.

6.How do course requirements ensure that students make appropriate use of learning resources?   The course is designed so that the students must use Adobe Connect, Blackboard, and iTunes U to participate in the class.

7.Please explain specifically how access is provided to laboratories, facilities, and equipment appropriate to the course or program.   Internet access and a computer are required for distance learning. Adobe Connect, Blackboard, and iTunes U are all accessible via the Internet on any computer platform.

8.How are students informed of procedures for resolving technical complaints? Does the syllabus list the entities available to offer technical help with the delivery and/or receipt of the course, such as the Information Technology Customer Service Center (http://www.uky.edu/UKIT/)?   The syllabus lists the entities available to offer technical help with the delivery and/or receipt of the course, such as the Information Technology Customer Service Center and instructions for contacting the instructor.

9.Will the course be delivered via services available through the Distance Learning Program (DLP) and the Academic Technology Group (ATL)?   YES

If no, explain how student enrolled in DL courses are able to use the technology employed, as well as how students will be provided with assistance in using said technology.   Not Applicable

10.Does the syllabus contain all the required components?   YES

11.I, the instructor of record, have read and understood all of the university-level statements regarding DL.

Instructor Name: Nathan Stevens

SIGNATURE|BBARNES|Beth Barnes|MAS 435 NEW Dept Review|20130329

SIGNATURE|CEMONA2|E C Monaghan|MAS 435 NEW College Review|20130329

SIGNATURE|JMETT2|Joanie Ett-Mims|MAS 435 NEW Undergrad Council Review|20130422

Courses	Request Tracking

New Course Form

https://myuk.uky.edu/sap/bc/soap/rfc?services=

Generate F

Open in full window to print or save

Attachments:

Browse...   Upload File

	ID	Attachment
Delete	1807	MAS_435_Online.doc

First   1   Last

Select saved project to retrieve...   Get   New

(*denotes required fields)

1. **General Information**

   a. * Submitted by the College of: COMMUNICATION AND INFORMATION   Submission Date: 3/29/2013

   b. * Department/Division: School Of Journalism & Telecommunication

   c.
      * Contact Person Name: Nathan Stevens   Email: nss@uky.edu   Phone: 257-1809

      * Responsible Faculty ID (if different from Contact) John Clark   Email: jclark@uky.edu   Phone: 257-2810

   d. * Requested Effective Date: ⦿ Semester following approval OR ◯ Specific Term/Year [1]

   e.
      Should this course be a UK Core Course?   ◯ Yes ⦿ No

      If YES, check the areas that apply:

      ☐ Inquiry - Arts & Creativity   ☐ Composition & Communications - II

      ☐ Inquiry - Humanities   ☐ Quantitative Foundations

      ☐ Inquiry - Nat/Math/Phys Sci   ☐ Statistical Inferential Reasoning

      ☐ Inquiry - Social Sciences   ☐ U.S. Citizenship, Community, Diversity

      ☐ Composition & Communications - I   ☐ Global Dynamics

2. **Designation and Description of Proposed Course.**

   a. * Will this course also be offered through Distance Learning?   ⦿ Yes [1] ◯ No

   b. * Prefix and Number: MAS 435

   c. * Full Title: The History of Video Games and the Industry

   d. Transcript Title (if full title is more than 40 characters):

   e. To be Cross-Listed [2] with (Prefix and Number):

   f. * Courses must be described by at least one of the meeting patterns below. Include number of actual contact hours[3] for each meeting pattern type.

3 Lecture	Laboratory[1]	Recitation	Discussion
Indep. Study	Clinical	Colloquium	Practicum
Research	Residency	Seminar	Studio
Other	If Other, Please explain:		

   g. * Identify a grading system: ⦿ Letter (A, B, C, etc.) ◯ Pass/Fail ◯ Graduate School Grade Scale

   h. * Number of credits: 3

   i. * Is this course repeatable for additional credit?   ◯ Yes ⦿ No
      If YES: Maximum number of credit hours:
      If YES: Will this course allow multiple registrations during the same semester? ◯ Yes ◯ No

j. * Course Description for Bulletin:

Provide an overview of the video game industry. The course focuses on a chronological understanding of the history of the video game industry, including key moments in the rise and fall (and the rise again) of the industry and an examination of the technological advances in both software and hardware.

k. Prerequisites, if any:

MAS major or minor status or consent of the instructor.

l. Supplementary teaching component, if any: ○ Community-Based Experience ○ Service Learning ○ Both

3. * **Will this course be taught off campus?**   ○ Yes ● No

If YES, enter the off campus address:

4. * **Frequency of Course Offering.**

   a. * Course will be offered (check all that apply):   ☑ Fall   ☐ Spring   ☐ Summer   ☐ Winter

   b. * Will the course be offered every year?   ● Yes ○ No

     If No, explain:

5. * **Are facilities and personnel necessary for the proposed new course available?**   ● Yes ○ No

If No, explain:

6. * **What enrollment (per section per semester) may reasonably be expected?**   20

7. **Anticipated Student Demand.**

   a. * Will this course serve students primarily within the degree program?   ● Yes ○ No

   b. * Will it be of interest to a significant number of students outside the degree pgm?   ● Yes ○ No

     If YES, explain:

The subject matter of the course central to popular culture and consumer electronics.

8. * **Check the category most applicable to this course:**

☐ Traditional – Offered in Corresponding Departments at Universities Elsewhere
☑ Relatively New – Now Being Widely Established
☐ Not Yet Found in Many (or Any) Other Universities

9. **Course Relationship to Program(s).**

   a. * Is this course part of a proposed new program?   ○ Yes ● No

     If YES, name the proposed new program:

   b. * Will this course be a new requirement [5] for ANY program?   ○ Yes ● No

     If YES [5], list affected programs::

10. **Information to be Placed on Syllabus.**

   a. * Is the course 400G or 500?   ○ Yes ● No

     If YES, the *differentiation for undergraduate and graduate students must be included* in the information required in **10.b**. You must include: (i) identification of add assignments by the graduate students; and/or (ii) establishment of different grading criteria in the course for graduate students. (See SR 3.1.4.)

   b. ☐ * The syllabus, including course description, student learning outcomes, and grading policies (and 400G-/500-level grading differentiation if applicable, from **10** attached.

Distance Learning Form

This form must accompany every submission of a new/change course form that requests distance learning delivery. This form may be required when changing a course already approved for DL
fields are required!

Introduction/Definition: For the purposes of the Commission on Colleges Southern Association of Colleges and Schools accreditation review, **distance learning** is defined as a fo educational process in which the majority of the instruction (interaction between students and instructors and among students) in a course occurs when students and instructors the same place. Instruction may be synchronous or asynchronous. A distance learning (DL) course may employ correspondence study, or audio, video, or computer technologies

A number of specific requirements are listed for DL courses. **The department proposing the change in delivery method is responsible for ensuring that the requiremen are satisfied at the individual course level.** It is the responsibility of the instructor to have read and understood the university-level assurances regarding an equivalent expe students utilizing DL (available at http://www.uky.edu/USC/New/forms.htm).

Course Number and Prefix:	MAS 435	Date:	3/28/2013
Instructor Name:	Nathan Stevens	Instructor Email:	nss@uky.edu

Check the method below that best reflects how the majority of the course content will be delivered.

Internet/Web-based ☐   Interactive Video ☐   Hybrid ☑

Curriculum and Instruction

1. How does this course provide for timely and appropriate interaction between students and faculty and among students? Does the course syllabus conform to University Se Syllabus Guidelines, specifically the Distance Learning Considerations?

   The course will be synchronous through Adobe Connect which will provide students direct access to the instructor.
   The syllabus conforms to University Senate Syllabus Guidelines, specifically the Distance Learning Considerations.

2. How do you ensure that the experience for a DL student is comparable to that of a classroom-based student's experience? Aspects to explore: textbooks, course goals, as student learning outcomes, etc.

   The textbooks are readily available online. All students, whether in the classroom or at remote locations, are expected to be on time for all class meetings, interact productively in class discussions and activities, be prepared

3. How is the integrity of student work ensured? Please speak to aspects such as password-protected course portals, proctors for exams at interactive video sites; academic policy; etc.

   The integrity of student work is ensured by the use of Blackboard and Adobe Connect as the portals for the course.
   iTunes U will maintain all video content.

4. Will offering this course via DL result in at least 25% or at least 50%* (based on total credit hours required for completion) of a degree program being offered via any for defined above?

   No.

   If yes, which percentage, and which program(s)?
   Not Applicable

   *As a general rule, if approval of a course for DL delivery results in 50% or more of a program being delivered through DL, the effective date of the course's DL delivery v months from the date of approval.

5. How are students taking the course via DL assured of equivalent access to student services, similar to that of a student taking the class in a traditional classroom setting?

   The textbooks are available via eBooks, the content is available via Blackboard and iTunes U.

Library and Learning Resources

6. How do course requirements ensure that students make appropriate use of learning resources?

   The course is designed so that the students must use Adobe Connect, Blackboard, and iTunes U to participate in the class.

7. Please explain specifically how access is provided to laboratories, facilities, and equipment appropriate to the course or program.

   Internet access and a computer are required for distance learning. Adobe Connect, Blackboard, and iTunes U are all accessible via the Internet on any computer platform.

Student Services

8. How are students informed of procedures for resolving technical complaints? Does the syllabus list the entities available to offer technical help with the delivery and/or re course, such as the Information Technology Customer Service Center (http://www.uky.edu/UKIT/)?

   The syllabus lists the entities available to offer technical help with the delivery and/or receipt of the course, such as the Information Technology Customer Service Center and instructions for contacting the instructor.

9. Will the course be delivered via services available through the Distance Learning Program (DLP) and the Academic Technology Group (ATL)?

   ● Yes
   ○ No

   If no, explain how students enrolled in DL courses are able to use the technology employed, as well as how students will be provided with assistance in using said technol
   Not Applicable

10. Does the syllabus contain all the required components, below? ☑ Yes

    ◦ Instructor's **virtual** office hours, if any.

    ◦ The technological requirements for the course.

    ◦ Contact information for Distance Learning programs (http://www.uky.edu/DistanceLearning) and Information Technology Customer Service Center (http://www.uky.edu/UKIT/Help/; 859-218-HELP).

    ◦ Procedure for resolving technical complaints.

    ◦ Preferred method for reaching instructor, e.g. email, phone, text message.

    ◦ Maximum timeframe for responding to student communications.

    ◦ Language pertaining academic accommodations:

       ▪ "If you have a documented disability that requires academic accommodations in this course, please make your request to the University Disability Resource Center will require current disability documentation. When accommodations are approved, the Center will provide me with a Letter of Accommodation which recommended accommodations. Contact the Disability Resource Center, Jake Karnes, Director at 859-257-2754 or jkarnes@email.uky.edu."

- Specific dates of face-to-face or synchronous class meetings, if any.
- Information on Distance Learning Library Services (http://www.uky.edu/Libraries/DLLS)
  - Carla Cantagallo, DL Librarian
  - Local phone number: 859 257-0500, ext. 2171; long-distance phone number: (800) 828-0439 (option #6)
  - Email: dllservice@email.uky.edu
  - DL Interlibrary Loan Service: http://www.uky.edu/Libraries/libpage.php?lweb_id=253&llib_id=16

11. I, the instructor of record, have read and understood all of the university-level statements regarding DL.

Instructor Name: Nathan Stevens

Abbreviations: DLP = Distance Learning Programs ATG = Academic Technology Group Customer Service Center = 859-218-HELP (http://www.uky.edu/UKIT/Help)

Revised 8/09

[1] Courses are typically made effective for the semester following approval. No course will be made effective until all approvals are received.

[2] The chair of the cross-listing department must sign off on the Signature Routing Log.

[3] In general, undergraduate courses are developed on the principle that one semester hour of credit represents one hour of classroom meeting per week for a semester, exclusive of any laboratory meeting. La meeting, generally, represents at least two hours per week for a semester for one credit hour. (from SR 5.2.1)

[4] You must also submit the Distance Learning Form in order for the proposed course to be considered for DL delivery.

[5] In order to change a program, a program change form must also be submitted.

Rev 8/09

Submit as New Proposal   Save Current Changes

MAS 435: The History of Video Games and the Industry
Syllabus (ONLINE)
University of Kentucky
Fall 2013

Instructor: Nathan Stevens   **Office:** 104 Engineering Annex
E-Mail: nss@uky.edu   **Hours:** Tues/Thurs 8a-5p
Phone: 859-619-1460

Students should email the instructor first (wait 10-15 minutes), then call if email is not returned.

COURSE DESCRIPTION

Provide an overview of the video game industry. The course focuses on a chronological understanding of the history of the video game industry, including key moments in the rise and fall (and the rise again) of the industry and an examination of the technological advances in both software and hardware.

REQUIRED READING

Replay: The History of Video Games – Tristan Donovan
Rogue Leaders: The Story of LucasArts – Rob Smith
Super Mario: How Nintendo Conquered America – Jeff Ryan
The Ultimate History of Video Games – Steven Kent

The benefits you receive in this class are directly proportional to your efforts in keeping up with the assigned reading and taking the initiative to work on your own outside of class.

MINIMUM TECHNOLOGY REQUIREMENTS

Windows/Mac Computer
Quicktime Plugin
iTunes (for iTunes U access)

Complete the following steps to make sure your computer is correctly configured and the necessary software is installed.

1. FIREFOX is the recommended Internet browser for this course. Go to https://download.uky.edu/ to download a free version of FIREFOX. Log in with you LINK BLUE ID and password and search for FIREFOX.

2. You will also need Flash, Adobe Acrobat Reader and QuickTime movie player. Go to http://wiki.uky.edu/Canvas/Wiki%20Pages/Browser%20Check.aspx then click BbGO! To download them.

3. You will also need to use Microsoft Word for all written work and Microsoft PowerPoint to review all presentations.

4. You will also be required to have access to the Blackboard shell (provided by UKIT) to participate in discussion, review class material, take class quizzes and exams, and review class videos.

5. You will also need access to Adobe Connect, which is provided by UKIT (859-218-HELP).

TECHNOLOGY TROUBLESHOOTING

Should you have any issues with the Adobe Connect or online elements of the course, please contact your instructor at nss@uky.edu or (after hours) UKIT at:

- http://www.uky.edu/UKIT
- 859-218-HELP

Should your issues not be resolved, please email the instructor immediately with details of the problem and what you have missed. There is a 48-hour window from when material is assigned to bring it to the attention of the instructor.

If you need help locating library resources for in-class/out-of-class assignments, then please go to http://libraries.uky.edu/dlls and/or contact:

Carla Cantagallo, DL Librarian
(859) 257-0500, ext. 2171
Email: dllservice@email.uky.edu
DL Interlibrary Loan Service: http://libraries.uky.edu/page.php?lweb_id=253

LEARNING OUTCOMES
Upon completion of this course students will have:
1. Students will demonstrate knowledge of the video game industry and its history. Chronological understanding of its history.
2. Students will identify key moments of the rise and fall (and the rise again) of the video game industry. Knowledge of the technological advances in both software and hardware.
3. Students will demonstrate knowledge of technological advances in both software and hardware for video games.

GENERAL REQUIREMENTS
You are expected to:
1. Be on time for all class meetings.
2. Interact productively in class discussions and activities.
3. Be prepared for discussions by reading all assigned material BEFORE the day it is listed on the Course Schedule.
4. Complete the final project.
5. Complete lab exercises.
6. Complete all assignments and submit them by the due dates. FAILURE TO COMLETE ALL ASSIGNMENTS WILL RESULT IN AN 'E' FOR THE COURSE---regardless of your accumulated point total.

CLASSROOM CIVILITY
There are certain basic standards of classroom civility to which we should adhere. Civility does not eliminate appropriate humor, enjoyment, or other features of a comfortable and pleasant classroom community. Classroom civility does, however, include the following:
1. Displaying respect for all members of the classroom community, both your instructor and fellow students.
2. Attentiveness to and participation in lectures and other classroom exercises.
3. Avoidance of unnecessary disruptions during class, such as private conversations, reading newspapers, and doing work for other classes.
4. Avoidance of racist, sexist, homophobic, or other negative language that may unnecessarily exclude members of our campus and classroom community.

These features of classroom civility do not comprise an exhaustive list. Rather, they represent the minimal sort of behaviors that help to make the classroom a pleasant place for all concerned.

ACCOMODATIONS DUE TO DISABILITY
If you have a documented disability that requires academic accommodations, please see me as soon as possible during scheduled office hours. In order to receive accommodations in this course, you must provide me with a Letter of Accommodation from the Disability Resource Center (Room 2, Alumni Gym, 257-2754, email address: jkarnes@email.uky.edu) for coordination of campus disability services available to students with disabilities.

ATTENDANCE

Excused Absences
Students need to notify the professor of absences prior to class when possible. S.R. 5.2.4.2 defines the following as acceptable reasons for excused absences: (a) serious illness, (b) illness or death of family member, (c) University-related trips, (d) major religious holidays, and (e) other circumstances found to fit "reasonable cause for nonattendance" by the professor.

Students anticipating an absence for a major religious holiday are responsible for notifying the instructor in writing of anticipated absences due to their observance of such holidays no later than the last day in the semester to add a class. Information regarding dates of major religious holidays may be obtained through the religious liaison, Mr. Jake Karnes (859-257-2754).

Students are expected to withdraw from the class if more than 20% of the classes scheduled for the semester are missed (excused or unexcused) per university policy.

Verification of Absences
Students may be asked to verify their absences in order for them to be considered excused. Senate Rule 5.2.4.2 states that faculty have the right to request "appropriate verification" when students claim an excused absence because of illness or death in the family. Appropriate notification of absences due to university-related trips is required prior to the absence.

COURSE REQUIREMENTS
This course combines lectures by the instructor, class discussion of assigned readings, papers, and final exams which will all contribute to your overall understanding of video game industry and its history. Assigned readings should be read before class so that you will be able to make a contribution to the class discussions and activities.

ASSIGNMENTS
This course consists of several assignments, each of which must be completed. **There are no optional assignments.** Grading will be based on the following criteria:

Participation Grade – 5 Points
Participate, ask questions, give insight and opinions of material. In other words, show up ready to contribute in some way or fashion.

Pop Quizzes – 20 Points
All quizzes will be unannounced and occur periodically through the semester to make sure knowledge of the material is sticking.

Midterm Paper – 25 Points
The midterm paper will focus on how the industry came to be, how it failed and what it took to bring it back to life. Students will give researched details (not from any classroom books) of how these things came to pass. The last two pages of the paper will be dedicated to if students believe the industry will rise or fall again, and why. Minimum of 10-pages for this assignment, with bibliography in proper APA format.

Final Exam – 50 Points
The final exam will cover all material from beginning of the semester until the end and will cover terminology that is industry related.

MIDTERM GRADE POLICY

Mid-term grades will be posted in myUK by the deadline established in the Academic Calendar (http://www.uky.edu/Registrar/AcademicCalendar.htm)

ACADEMIC INTEGRITY

Unless otherwise explicitly stated by the instructor, all work must be the original product of the student, and all materials taken from others must be properly cited. Any violation will be considered cheating or plagiarism, will not be tolerated, and will be referred to the appropriate University authorities. The sanction or punishment for a student who has either plagiarized or cheated is a minimum of an 'E' grade for the entire course, but may involve suspension, dismissal, or expulsion from the University. As you can see, these are extreme measures for academic offenses that we believe are serious. If you have any questions about whether you may be plagiarizing in your work in this class, please be sure to contact your instructor well in advance of the due date for your assignment. If you suspect that someone else in the class is cheating or plagiarizing, please report it to your instructor.

DETERMINATION OF FINAL GRADE

The final grade will be determined by adding the total points earned for each of the graded assignments and referring to the grading scale. The final grade is based on number of points accumulated—NOT PERCENTAGES. Failure to participate in ALL assignments will result in an E for the course—regardless of your accumulated point total.

Point Distribution

Participation	5 Points
Quizzes	20 Points
Midterm Paper	25 Points
Final Exam	50 Points
TOTAL POSSIBLE POINTS	100 Points

Official University of Kentucky Description of Letter Grades

Grade A = Exceptionally high achievements/result of aptitude, effort, and intellectual initiative

Grade B = High achievement/result of ability and effort

Grade C = Satisfactory achievement/result

Grade D = Unsatisfactory achievement

Grade E = Unsatisfactory performance/failure in the course

Grading Scale
    A = 90 - 100
    B = 80 - 89
    C = 70 - 79
    D = 60 - 69
    E = 0 - 59

<u>Schedule for Fall 2013</u>
(all classes will be held synchronous on Adobe Connect, Mondays at 6pm – 8:30pm, otherwise they will be available on iTunesU with a valid link blue login 24 hours after the above day/time)

UHVG – Ultimate History of Video Games
R   -- Replay
SM   -- Super Mario
RL   -- Rogue Leader

<u>Date</u>   <u>Topic</u>

8.27   Syllabus Introduction
         Pre-1950 -- Pinball
         1958 – Tennis for Two
         R: Chapter 1, 2
         UHVG: Chatper 1, 2, 3

9.10   Syllabus Introduction
         1962 – Spacewars! And other games of its type (or replicated)
         1966 - Ralph Baer "the birth of video games" and the "Brown Box"
         1972 - Magnavox Odyssey
         Ralph Baer Q/A video from Fall 2012 (creator of the video game console)
         UHVG: Chapter 4
         R: Chapter 3

9.17   Here comes Go!
         1972 – Birth of Atari, and Pong madness
         1974 – Arcade games in full swing – Enter Kee Games
         UHVG: Chapter 8
         R: Chapter 6, 7

9.24   Rise of Atari
         1976 – Warner Communications to the rescue
         1977 – VCS (2600) is born, Bushnell sent to the beach
         1981 – Birth of the third party developer, Activision
         UHVG: Chapter 10

10.1   Your Pac-Man is in my pizza
        1980 – Arcades Peaking
        1982 - Pac-Man emerges, Atari phones home and dials wrong number
        1983 – Laserdiscs (LD) arrive, as does a famous knight
        R: Chapter 8
        UHVG: Chapter 14

10.8   Industry collapses, many casualties, some survivors
        1983 – 1984: Arcades, Atari, Layoffs
        1984 – PCs and Gaming – Extensions of a computer base
        1984 – Present – How Activision saw it coming, how they survived
        RL: Chatper 1, 2, 3, 4

10.15   Lucasfilm, SCUMM and IMUSE
        1982 – Fractus! Ballblazer! Business model
        1985 – JVC, Nintendo and licensing
        1987 – SCUMM, MMUCUS, FLEM, SPU, BYLE, SPIT, Maniacs, Zaks, and a
        Habitat
        Rob Smith Q/A video from Fall 2012 (writer, author, editor)
        SM: Chapter 1, 2, 5, 6, 9, 10
        R: Chapter 17

10.22   Nintendo revives a dead market in the US
        1987 – NES breathes new life into video games, but has strict licensing
        1989 – Sega goes bold, takes swings at Nintendo
        1989 – Nintendo goes from Game & Watch, to Game and Boy, thanks to the
        USSR
        1991 – Failed attempts at the US market (3DO, Turbographx-16)
        **Trip Hawkins Q/A from Fall 2012 (EA founder, 3DO creator, Digital
        Chocolate CEO)**
        R: Chapter 11, 18, 19
        SM: Chapter 11, 14, 16
        UHVG: Chapter 27

10.29   CD Mania and Nintendo creates a monster by accident
        1991 – The SNES is released
        1991 – Sega unveils SEGA CD in the US, while Nintendo creates PS
        1993 – Sega CD is finally released
        1993 – Mortal Monday brings trouble for a Night Trap
        1995 – Sega trips with Saturn, Playstation emerges
        1996 – Nintendo announces N64

11.5 3D Gaming offers new options
1992 – Wolfenstein 3D, licensing out engines, Doom
1995 – A british woman arrives, Playstation takes off
1997 – Metal Gear Solid – bringing 2D to 3D
R: Chapter 26
UHVG: Chapter 18, 29, 30
SM: Chapter 20

11.12 Sega goes down, Playstation 2 emerges, Nintendo flubs
1999 – Dreamcast vs. Playstation 2
2000 – Shenmue creates new limitations, but too late for Sega
2001 – Microsoft enters the race, Nintendo goes protects its disc, Sega calls it quits
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11.19 Japan rejects Xbox, embraces PS2, Gamecube fades
2004 – Microsoft announces new system in wake of losing generation
2005 – Playstation 2 lighting the world on fire, Gamecube and Xbox fade
2006 – Xbox 360 arrives, next generation begins

11.26 Nintendo brings innovation on two platforms
2004 – Nintendo creates two screens for new handheld
2006 – Nintendo releases the Wii, ushers in motion gaming
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12.3 A new format emerges from Sony
2007 – HD-DVD vs. Blu-ray, how Sony guaranteed a victory
2008 – 360 vs. PS3, Wii stands by and collects money
2009 – Microsoft and Sony enter motion gaming market
2010 – Wii sales decline, WiiU is announced
Pete Hines Q/A video from Fall 2012

12.10 The future of gaming, video game industry issues
- Used game industry. DRM
- Changes in licensing, how copyright infringement is growing
- Budgets are getting bigger; games as well
- Marketing

12.17 TBA – FINAL EXAM