ESIN 4056-004
Humanities in Action: Ludum Digital: Video games, players and virtual contexts

MJ 8: 30-9: 50am
LPM-210
Professor Alfredo E. Rivas, Ph.D.
3 credits
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Text book:


Course objectives:

- Familiarize the student with different theoretical approaches used for analysis and research in the area of video games.
- Study the historical trajectory of the video game, and its relationship with currents in epistemological of ludology.
- Contextualize the historical evolution of the video game and its links with other cultural products, such as literature and film.
- Confront the student to the different modalities, categories, and audiovisual vocabularies of the video game.
- Develop at least two research works that treat the application of at least one of the theoretical models discussed.

Course outline:

This course tries to explore videogames as a field of transdisciplinary study. It will deal with the history of video games as a point of connection to new currents and models to study this post-human experience. Different types of information will be seen in context: video games such as simulations, role plays, strategy games and MMORPG's. From a post-humanist perspective, notions of identity, hypermediation and environments will be analyzed through virtual multimedia. The course has a practical research component that demands of the student the development of a blog as a player (Gamer's Journal) and an analysis of game from the theoretical framework of the Theory of Activity.
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<thead>
<tr>
<th>Date</th>
<th>Themes</th>
<th>Work hours</th>
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<tbody>
<tr>
<td>September 21-23</td>
<td>Introduction to theoretical frameworks and approaches study.</td>
<td>3 hrs</td>
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<tr>
<td>September 28</td>
<td>The post-human condition Approaches from the figure of the cyborg to the area of the video game.</td>
<td>1 1/2 hrs.</td>
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<td>September 4-6</td>
<td>Theory of Activity as a possible framework methodological for the study of the video game.</td>
<td>3 hrs</td>
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<tr>
<td>September 11-13</td>
<td>History of the video game and background. Currents and categories.</td>
<td>3 hrs</td>
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<tr>
<td>September 18-20</td>
<td>The video game in the context of studies cultural. Start the player's log (Gamer's Journal)</td>
<td>3 hrs</td>
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<tr>
<td>September 25-27</td>
<td>THE context of the simulation.</td>
<td>3 hrs</td>
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<tr>
<td>October 2-4</td>
<td>The player's log is delivered. Exam partial.</td>
<td>3 hrs</td>
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<tr>
<td>October 9-11</td>
<td>Discussion of the logs. Discussion of the methodology of study of the video game from Theory of Activity model.</td>
<td>3 hrs</td>
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<tr>
<td>October 16-18</td>
<td>The player's chronicle begins. The problems of engagement.</td>
<td>3 hrs</td>
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<tr>
<td>October 23-25</td>
<td>The video game as a learning tool. Main positions and projects on the video game as a pedagogical piece.</td>
<td>3 hrs</td>
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<td>October 30- November 1</td>
<td>Learning curve vs. Difficulty. Mechanics internal of the game.</td>
<td>3 hrs</td>
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<td>November 6-8</td>
<td>Representation and simulation. About gender, race and identity in the video game.</td>
<td>3 hrs</td>
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<tr>
<td>November 13-15</td>
<td>Simulated violence. Death as a strategy of the player The zombie video game: license ara mass murder.</td>
<td>3 hrs</td>
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<tr>
<td>November 20-22</td>
<td>Mock violence: is there room for modeling?</td>
<td>3 hrs</td>
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### Methodology:

Conferences, discussion groups, projection of audiovisual material, and presentation of other cultural products.

### Learning resources:

In the course, the technological equipment available in room LPM-210 will be used. In addition, the course has the technological resources of the University of Puerto Rico, Río Piedras Campus, which include resources available in the Psychology Laboratory of the Faculty of Sciences Social.

### Evaluation and requirements:

- Partial exams (60%) There will be two partial exams during the semester.
- Player's log (15%)
- Chronicle of the player (15%)
- Attendance (10%): Class attendance is required. If the student is missing more than three times in the semester without excuse or justified cause to the final grade will be subtracted a ten percent (10%).

### Rating system:

A quantifiable rating system (ratings from A to F) will be used.

### INSTITUTIONAL POLICIES:

**Academic integrity and social responsibility**

**Ethics:**

Plagiarism (taking sentences, paragraphs or ideas from work done by other people and present them as their own) or any behavior that represents dishonesty in your academic performance will result in the non-approval of the course, in disciplinary action according to the norms of the University of Puerto Rico or both.

### FOCUS OF THE COMMUNICATION SCHOOL ON DIVERSITY

We approach the concept of diversity from the context of our cultural identity whose historical hybridity facilitates an intrinsic heterogeneity to our way of being and of think.
We start from the conviction that differences in human beings cannot constitute inequality but affirmation of individual identity, right acquired by nature itself of what we are.

We are guided, among other postulates, by article 4 of the Universal Declaration on diversity UNESCO (2002), which states that "the defense of cultural diversity is a ethical imperative, inseparable from respect for the dignity of the human person."

We promote the understanding of the plurality of identities in an inclusion provision in terms of gender, race, ethnicity, sexual orientation, religion, ways of thinking and being, background cultural, national origin, social class, age, political ideology, etc.

We fully comply with Law 51 of June 7, 1996 that gives people with impediments the right to receive reasonable accommodation for the development of their capabilities and particular skills.

We honor article 6 of the Student Regulations of the University of Puerto Rico, Río Piedras campus that establishes that “no student may be deprived, due to the sex, race, origin, social status, political or religious creed, of the right of association or of the services and programs offered by the University."

By the very nature of the knowledge that investigates and studies the field of communications, we are guided by the interest of promoting the transdisciplinary dimension in curricular design, multicultural and international, thus stimulating not only knowledge but also relevant sensitivities for the understanding of the diverse identities that define us.

Rights and obligations:

1. The student must know and comply with the University Regulations and with the institutional policies of the University of Puerto Rico in relation to sexual harassment, use and abuse of drugs and alcohol, legal ethical use of information technologies, discipline in the classroom, academic honesty, among others. Any student who violates the provisions of the University Regulations or that does not comply with institutional policies will be referred to the Office of Coordination of Student Affairs for the application of the measures disciplines that correspond according to university regulations.

2. Students who have special needs or who suffer from conditions medical or any type of physical, mental or emotional impairment that requires accommodation reasonable, they must notify the Office of Persons with Disabilities Affairs of the Precinct, as soon as possible, in order to provide you with the necessary reasonable accommodation, in accordance with applicable federal and state laws.

3. Students who receive Vocational Rehabilitation services must communicate with the professor at the beginning of the semester to plan the reasonable accommodation and assisted equipment necessary in accordance with the
recommendations of the Office of People's Affairs with Impediments (OAPI) of the Dean of Students.

**Bibliography**


