

Introduction to Computer Game Studies, FHTW

01.10.2007	Vorbesprechung, Referate	
08.10.2007	1. What is a game?	Johan Huizinga, <i>Homo Ludens</i> , "Wesen und Bedeutung des Spiels als Kulturerscheinung"
15.10.2007	2. What is play?	Gregory Bateson, <i>Steps to an Ecology of Mind</i> , "A Theory of Play and Fantasy"
22.10.2007	3. What kinds of games are there?	Roger Caillois, <i>Man, Play and Games</i> , "The Classification of Games"
29.10.2007 fällt aus		
05.11.2007	4. Computer Games: Historical Approach	John Kirriemuir: "A History of Digital Games", <i>Understanding Digital Games</i> (ed. Rutter/Bryce)
12.11.2007	5. Computer Games: Formalist Approach (Ludology)	Espen Aarseth, <i>Cybertext</i> , "Introduction", "Intrigue and Discourse in the Adventure Game"
19.11.2007	6. Computer Games: Media-Theoretical Approach	Janet Murray, <i>Hamlet on the Holodeck</i> , "Immersion"
26.11.2007	7. Computer Games: Taxonomic Approach	Steven Poole, <i>Trigger Happy</i> , "The Origin of Species"
03.12.2007	8. Computer Games: Narratological Approach	Barry Atkins, <i>More than a Game</i> , "Fantastically Real: reading <i>Tomb Raider</i> "
10.12.2007	9. Computer Games: Gender Questions	Henry Jenkins, <i>From Barbie to Mortal Kombat</i> , "Complete Freedom of Movement"
17.12.2007	10. Computer Games: Sociological Approach	James Newman, <i>Videogames</i> , "Social gaming and the culture of videogames"
07.01.2008	11. Computer Games: Economic Approach	Aphra Kerr, <i>amework/Gameplay</i> , "Digital Games as Cultural Industry"
14.01.2008	12. Computer Games: Media-Ecological Approach	J. Raessens, "Computer Games as Participatory Media Culture", <i>Handbook of Computer Game Studies</i> (ed. Raessens/Goldstein) Hector Postigo, "From Pong to Planet Quake: Post-Industrial Transitions from Leisure to Work", <i>Information, Communication and Society</i>
21.01.2008	13. Virtual Worlds: Anthropological Approach	TL Taylor, <i>Play Between Worlds</i> , "Gaming Lifeworlds"
28.01.2008	14. Virtual Worlds: Economic Approach	Edward Castronova, <i>Synthetic Worlds</i> , "The Economics of Fun"
04.02.2008	15. Virtual Worlds: Legal Approach	Jack M. Balkin, <i>The State of Play: "Law and Liberty in Virtual Worlds"</i>
11.02.2008	Nachholtermin?	