

Friday Genre Discussions / Play Sessions

Schedule, Spring 2012

Mondays and Wednesdays will consist of lectures. Fridays will be broken into two sessions. The first will take place in W866 where we will discuss particular genres and look at select examples. The second session will take place in W721 and will consist of hands-on gameplay (1 hour) of the games covered earlier in class.

Some Rules for W700/W721 Usage:

1. Please be considerate of others using these labs and keep noise to a minimum.
2. Please note that food and drink are not allowed in W700/W721.
3. Only students with official access are allowed in these labs (you cannot bring friends into W700 or W721, sorry)
4. Finally, make sure consoles and televisions are turned off when you are finished and that the area where you were working is clean and tidy.

Notes on Gameplay Sessions in W721:

Please keep the volume of the monitors and verbalizations to a minimum.

Have a look at each of the games listed for that week's gameplay sessions by consulting reviews/criticism, gameplay video, screenshots. As many games are released on multiple platforms and are often emulated, make sure you are viewing information for the correct version (platform, year).

You do not have to volunteer to play every week but also make sure to sit out some weeks in order to give everyone a chance. For more complex or narrative-heavy games, one or two people can volunteer to play for the entire session while others observe, make suggestions, and discuss the game.

Try to observe as many of the games on the list each week as possible.

Make sure all the games on the list (particularly for console games) are played during the gameplay session.

NMED 3300(A) // Theory and Aesthetics of Digital Games

Friday, Jan. 20, 2012

Vintage, Classic, Arcade

Emulated Games:

Atari Anniversary Collection (Arcade),

- Pong, Asteroids, Battlezone, Centipede, Missile Command

Dreamcast

Midway's Greatest Arcade Hits Vol. 1 (Arcade),

- Defender, Joust

Dreamcast

Classic Games from the Intellivision (Console),

Auto Racing, Frog Bog, Ice Hockey (2P), Night Stalker, Skiing

PlayStation

Atari Anthology (Atari 2600 console)

Combat, Outlaw (under 'Action' games)

PlayStation 2

Dragon's Lair (Arcade, Laserdisc)

(Xbox or PS2 or DVD)

Namco Museum: (50th Anniversary),

Galaga, Pole Position, Pacman, Ms. Pacman

Plug 'n play

Vintage Hardware:

Coleco Electronic Quarterback (1978, LED Handheld)

Mattel Electronic Hockey (1978, LED Handheld)

Vectrex (1982, Vector graphics home console)

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Friday, Jan. 27, 2012

Action: Shooters, FPS, TPS, MTS

This week we will look at the first-person, third-person and military-themed shooter. We will also look at some of its earlier “run ‘n’ gun” arcade games and some 2D Shooter games.

Games:

Title (Developer/Publisher, Year)	Platform
<i>Commando</i> (1985) / <i>Mercs</i> (1990) (Capcom)	Microsoft Xbox (Arcade emulation)
<i>Operation Wolf</i> (1987) / <i>Operation Thunderbolt</i> (1988) (Taito)	Microsoft Xbox (Arcade emulation)
<i>Disruptor</i> (Insomniac / Universal Interactive, 1996)	Sony PlayStation One (with screen)
<i>Army Men 3D</i> (3DO / 3DO, 1999)	Sony PlayStation One (with screen)
<i>Doom 64</i> (Midway Games/Midway Games, 1997)	Nintendo 64
<i>Perfect Dark</i> (Rare/Nintendo, 2000)	Nintendo 64
<i>Star Wars Battlefront</i> (Pandemic/LucasArts, 2004)	Microsoft Xbox
<i>MechAssault</i> (Day 1 Studios/Microsoft, 2002)	Microsoft Xbox
<i>Return to Castle Wolfenstein</i> (Gray Matter, id/Activision, 2003)	PlayStation 2
<i>Civil War: A Nation Divided</i> (Cauldron/Activision, 2006)	Microsoft Xbox 360
<i>Killzone 2</i> (Guerrilla Games / Sony Computer Entertainment)	Sony PlayStation 3
<i>Soldier of Fortune: Payback</i> (Cauldron/Activision, 2007)	Sony PlayStation 3
<i>Jikkyou Oshaberi Parodius</i> (Konami/Konami, 1996)	Sega Saturn (Jpn)
<i>Radiant Silvergun</i> (Treasure/ESP, 1998)	Sega Saturn (Jpn)
<i>Ikaruga</i> (Treasure/ESP, 2002)*	Sega Dreamcast (Jpn)
<i>Zero Gunner 2</i> (Psikyo/Psikyo, 2001)*	Sega Dreamcast (Jpn)
<i>Space Invaders Extreme</i> (Taito/Taito, 2008)	Sony PSP
<i>Ghost in the Shell: Stand Alone Complex</i> (G-Artists/Bandai,SCE, 2005)	Sony PSP
<i>Space Invaders Extreme</i> (Taito/Taito, 2008)	Nintendo DS
<i>Metroid Prime Hunters: First Hunt Demo</i> (NST/Nintendo, 2004)	Nintendo DS

Note: For each platform, games are listed in order that they should be played

Note #2: Do not skip over cutscenes.

* Use Utopia Boot Disc (ver. 1.3) to disable region lockout

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Friday, Feb. 3, 2012

Driving/Racing (Simulations/Fantasy)

Games:

Title (Developer/Publisher, Year)	Platform
<i>Super Mario Kart</i> (Nintendo/Nintendo, 1992)	N. Super Famicom (Jpn.)
<i>Beetle Adventure Racing</i> (Paradigm Entertainment/EA, 1999)	Nintendo 64
<i>S.C.A.R.S.</i> (Vivid Image/Ubisoft, 1998)	Nintendo 64
<i>Gran Turismo 2</i> (Polyphony Digital/SCE, 1999)	Sony PS One w/ screen
<i>WipEout 3</i> (Psygnosis/Psygnosis, 1999)	Sony PS One w/ screen
<i>Pen Pen Trilcelon</i> (General Entertainment/Infogrames, 1999)	Sega Dreamcast
<i>Crazy Taxi</i> (SEGA AM3/SEGA, 2000)	Sega Dreamcast
<i>Smurf Racer</i> (A2M/Infogrames, 2001)	Sony PlayStation (PS2)
<i>Micro Maniacs Racing</i> (Codemasters/Codemasters, 2000)	Sony PlayStation
<i>Simpsons Road Rage</i> (Radical Ent./Electronic Arts, 2001)	Microsoft Xbox
<i>Motor Storm</i> (Evolution Studios/SCE, 2006)	Sony PlayStation 3
<i>Blur</i> (Bizarre Creations/Activision Blizzard, 2010)	Sony PlayStation 3
<i>Test Drive: Unlimited 2</i> (Eden Games/Atari, 2011)	Microsoft Xbox 360
<i>Out Run</i> (SIMS Co./SEGA, 1991)	Sega Game Gear
<i>Mario Kart DS</i> (Nintendo/ Nintendo, 2005)	Nintendo DS
<i>Mario Kart 7</i> (NintendoEAD – Retro Studios / Nintendo, 2011)	Nintendo 3DS
<i>WipEout Pure</i> (SCE Studios Liverpool/SCE, 2005)	Sony PSP
<i>Micro Machines V4</i> (Supersonic Software/Codemasters, 2006)	Sony PSP

Note: For each platform, games are listed in order that they should be played

EA (Electronic Arts)

SCE (Sony Computer Entertainment)

SCEE (Sony Computer Entertainment Europe)

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Friday, Feb. 10, 2012

Action: Hack'n'Slash, Platformers, Fighting/Beat-'em-Ups

Games:

Title (Developer/Publisher, Year)	Platform
<i>Otogi: Myth of Demons</i> (From Software/SEGA, 2003)	Microsoft Xbox
<i>Voodoo Vince</i> (Beep Industries/Microsoft, 2003)	Microsoft Xbox
<i>Viewtiful Joe</i> (Capcom Production Studio 2/Capcom, 2003)	Nintendo GameCube
<i>Super Mario Sunshine</i> (Nintendo EAD/Nintendo, 2002)	Nintendo GameCube
<i>Marvel vs. Capcom 2</i> (Capcom Production Studio 1/Capcom, 2000)	Sega Dreamcast (Jpn) °
<i>Soul Calibur</i> (Namco/Namco, 1999)	Sega Dreamcast (Jpn)
<i>Street Fighter Zero 2</i> (Capcom/Capcom, 1996)	Sega Saturn (Jpn)
<i>Christmas NiGHTS</i> (Sonic Team/SEGA, 1996)*	Sega Saturn (Jpn)
<i>Jumping Flash</i> (Exact/Sony Computer Entertainment, 1995)	Sony PS One w/screen
<i>Medieval</i> (SCE Studios Cambridge/Sony Computer Entertainment, 1998)	Sony PS One w/screen
<i>N3: Ninety-Nine Nights</i> (Q Entertainment, Phantagram/Microsoft, 2006)	Microsoft Xbox 360
<i>Mirror's Edge</i> (DICE Sweden/Electronic Arts, 2008)	Sony PlayStation3
<i>Portal 2</i> (Valve/Valve, 2011)	Sony PlayStation3
<i>Exit</i> (Taito/Ubisoft, 2006)	Sony PSP
<i>N+</i> (SilverBirch Studios, Metanet Software/Atari, 2008)	Sony PSP
<i>Kirby Mass Attack</i> (HAL Laboratory/Nintendo, 2011)	Nintendo DS
<i>Super Mario 64</i> (Nintendo EAD/Nintendo, 2004)	Nintendo DS
<i>Metroid Fusion</i> (Nintendo R&D1/Nintendo, 2002)	Nintendo GBA

Note: For each platform, games are listed in order that they should be played

° Use Utopia Boot Disc (ver. 1.3) to disable region lockout

* For Christmas NiGHTS, make sure the internal clock on the Sega Saturn is set to a date in December.

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Friday, Feb. 17, 2012

Action-Adventure, RPGs, Movie/TV/Animation

Games:

Title (Developer/Publisher, Year)	Platform
<i>Tail of the Sun</i> (ArtDink / Sony Computer Ent., 1997)	Sony PSone w/screen
<i>Planet of the Apes</i> (Visiware Studios / Fox Interactive, 2001)	Sony PSone w/screen
<i>The Three Stooges</i> (Cinemaware / Cinemaware, 2003)	Sony PSone w/screen
<i>Stuart Little 3: Big Photo Adventure</i> (Magenta Software / SEGA, 2005)	Sony PlayStation 2
<i>Brave: The Search For Spirit Dancer</i> (Vis Entertainment / Evolved Games, 2007)	Sony PlayStation 2
<i>Spider-Man 2</i> (Treyarch/Activision, 2004)	Microsoft Xbox
<i>Oddworld: Stranger's Wrath</i> (Oddworld Inhabitants / Electronic Arts, 2005)	Microsoft Xbox
<i>The Legend of Zelda (Collector's Edition)</i> (Nintendo/Nintendo, 2003)	Nintendo GameCube
<i>Finding Nemo</i> (Traveller's Tales/ THQ, Disney Interactive Studios; 2003)	Nintendo GameCube
<i>Shadow of the Colossus</i> (SCEI / Sony Computer Entertainment, 2005/2011)	Sony PlayStation 3
<i>3D Dot Game Heroes</i> (Silicon Studio / Atlus, 2010)	Sony PlayStation 3
<i>Bee Movie Game</i> (Beenox Studios / Activision, 2007)	Microsoft Xbox 360
<i>Toy Story 3: The Video Game</i> (Avalanche Productions / Disney, 2010)	Microsoft Xbox 360
<i>Okage: Shadow King</i> (Zener Works / Sony Computer Entertainment, 2001)	Sony PlayStation 2
<i>Shin Megami Tensei: Persona 3</i> (Atlus / Atlus, 2007)	Sony PlayStation 2
<i>Looney Tunes: Duck Amuck</i> (WayForward Tech. / Warner Bros. Int., 2007)	Nintendo DS
<i>March of the Penguins</i> (Skyworks Interactive / Destination Software Inc., 2006)	Nintendo GBA
<i>Half Minute Hero</i> (Opus/Xseed Games, 2009)	Sony PSP
<i>Death Jr.</i> (Backbone Entertainment/Konami, 2005)	Sony PSP

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Friday, Mar. 2, 2012

Alternative and National: 'Weird,' Art, Japanese Games

Games:

Title (Developer/Publisher, Year)	Platform
<i>Wario Land</i> (Nintendo R&D3 / Nintendo, 1995)	Nintendo Virtual Boy
<i>Mario's Tennis</i> (Nintendo R&D3 / Nintendo, 1995)	Nintendo Virtual Boy
<i>Ico</i> (SCE Studios Japan / SCE, 2001/2011)	Sony PlayStation 3
<i>Shadow of the Colossus</i> (SCE Studios Japan / SCE, 2005/2011)	Sony PlayStation 3
<i>Chibi-Robo</i> (Skip Ltd. / Nintendo, 2006)	Nintendo GameCube
<i>Cubivore: Survival of the Fittest</i> (Saru Brunei / Atlus, 2002)	Nintendo GameCube
<i>Okami</i> (Clover Studio / Capcom, 2006)	Sony PlayStation 2
<i>Katamari Damacy</i> (Namco / Namco, 2004)	Sony PlayStation 2
<i>Mister Mosquito</i> (Zoom / Eidos Interactive, 2002)	Sony PlayStation 2
<i>Killer 7</i> (Capcom Production Studio 4 / Capcom, 2005)	Sony PlayStation 2
<i>No More Heroes</i> (Grasshopper Manufacture/Ubisoft, 2008)	Nintendo Wii
<i>MadWorld</i> (Platinum Games/SEGA, 2009)	Nintendo Wii
<i>Cho Aniki: Seinaru Protein Densetsu</i> ¹ (Psikyo / Global A, 2003)	Sony PlayStation 2 (Jp)
<i>The Daibijin</i> ² (D3 / D3 Publisher, 2004)	Sony PlayStation 2 (Jp)
<i>Railfan</i> (Ongakukan / Taito, 2006)	Sony PlayStation 3 (Jp)
<i>Mobile Train Simulator + Densha de Go! Tokyo</i> ³ (Taito / Taito, 2005)	Sony PSP
<i>Every Extend Extra</i> (Q Entertainment / Buena Vista Games, Bandai, 2006)	Sony PSP

Note: For each platform, games are listed in order that they should be played

Note: For the Japanese PlayStation 2, the 'x' and 'o' buttons' functions are reversed.

¹ English translation: Choaniki: Legend of Holy Protein.

² English translation: The Giant Beauty.

³ Full title: Mobile Train Simulator + Densha de Go! Tokyo Kyuukou Hen

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Friday, Mar. 9, 2012

Party, Music/Rhythm/Dance

Games:

Title (Developer/Publisher, Year of release)	Platform
Pac-Man Vs. (Namco / Namco, 2003)	Nintendo GameCube & GameBoy Advance
Frequency (Harmonix / Sony Computer Entertainment, 2001) Amplitude (Harmonix / Sony Computer Entertainment, 2003)	Sony PlayStation 2 Sony PlayStation 2
Rez (United Game Artists / SEGA, 2002) Vib Ribbon (SCE Studios Japan / Sony Computer Entertainment, 1999)	Sony PlayStation 2 (Jpn)¹ Sony PlayStation (Jpn)
Cool Cool Toon (SNK / SNK, 2000) Cosmic Smash (Sega Rosso / SEGA, 2001) Space Channel 5 (United Game Artists/SEGA, 1999)	Sega Dreamcast (Jpn)² Sega Dreamcast (Jpn) Sega Dreamcast (Jpn)
Super Monkey Ball 2 (Amusement Vision / Sega, 2002) Donkey Konga 2 (Namco / Nintendo, 2005)	Nintendo GameCube Nintendo GameCube

Elite Beat Agents (iNiS / Nintendo, 2006) Wario Ware Touched (Nintendo R&D1 / Nintendo, 2005)	Nintendo DS Nintendo DS
Patapon (Pyramid, Interlink/Sony Computer Entertainment, 2008) Patapon 2 (Pyramid, Interlink/Sony Computer Entertainment, 2009)	Sony PSP Sony PSP

Note: For each platform, games are listed in order that they should be played

¹ For the Japanese PlayStation 2, the 'x' and 'o' buttons' functions are reversed.

² Utopia Boot Disc (ver. 1.3) is required. Insert disc into Dreamcast; when prompted, replace disc with game disc.

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Friday, Mar. 16, 2012

Survival/Horror

Games:

Title (Developer/Publisher, Year of Release)

Platform

Obscure (Hydravision Entertainment / DreamCatcher Interactive, 2005)

Sony PlayStation 2

Silent Hill (Konami / Konami, 1999)

Sony PlayStation

Resident Evil 4 (Capcom / Capcom, 2005)

Sony PlayStation 2

Fatal Frame (Tecmo / Tecmo, 2002)

Sony PlayStation 2

Manhunt (Rockstar North / Rockstar Games, 2003)

Sony PlayStation 2

Doom 3 (Vicarious Visions / Activision, 2005)

Microsoft Xbox

Silent Hill 4: The Room (Konami TYO / Konami, 2004)

Microsoft Xbox

Fatal Frame II: Crimson Butterfly (Director's Cut) (Tecmo / Tecmo, 2004)

Microsoft Xbox

Resident Evil 4 (Capcom Production Studio 4 / Capcom, 2005)

Nintendo GameCube

Resident Evil Zero (Capcom Production Studio 4 / Capcom, 2002)

Nintendo GameCube

Left 4 Dead (Certain Affinity, Valve / Electronic Arts, Valve; 2008)

Microsoft Xbox 360

Dead Rising (Capcom / Capcom, 2006)

Microsoft Xbox 360

Note: For each platform, games are listed in order that they should be played

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Friday, Mar. 23, 2012

Sports, Multiplayer, MMORPGs

Games:

No games... in-class film screenings.

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Friday, Mar. 30, 2012

Persuasive Games: Serious, Educational (DGBL), Advergames

No Gameplay Session, Lecture and Discussion instead.

Prior to the lecture, play:

***Food Force* (2005)**

Install and play: *Food Force* (created by the United Nations' World Food Programme). Mac and Windows install files are available on the course CD Also, read the Promotional Brochure (pdf on course CD).

In addition, check out the official website: <http://www.food-force.com> (No longer active: go here <http://www.wfp.org/how-to-help/individuals/food-force>).

***McDonald's Videogame* (2006)**

Play *McDonald's Videogame* (created by the Molleindustria in Italy) online (<http://www.mcvideogame.com/index-eng.html>) or you can install it to your hard drive (Mac and Windows install files available on course CD).

You should also check out the website and read what the creators have to say about the game: <http://www.mcvideogame.com/why-eng.html>.

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Friday, Apr. 7, 2012

“Bring-your-own-game-Day”

Games:

Title (Developer/Publisher, Year of Release)

Platform

Titles from the Spring 2011 Semester:

Golden Axe (Sega/ Sega, 1989)

Courtesy of Ryan B.

Sega Genesis

Leisure Suit Larry: Magna Cum Laude (High Voltage / Sierra, 2004)

Courtesy of Sean T.

PS2/MS Xbox

Sphinx and the Cursed Mummy (Eurocom / THQ, 2003)

Courtesy of Kristi O.

Nintendo GameCube

Mario Party (Hudson Soft / Nintendo, 1998)

Courtesy of Kyle M.

Nintendo 64

Blob (Blue Tongue Entertainment / THQ, 2008)

Courtesy of Elena R.

Nintendo Wii

Pikmin (Nintendo/Nintendo, 2001)

Borderlands (Gearbox Software/2K Games, 2009)

The "New" Super Mario Brothers (Nintendo/Nintendo, 1985/2006)

Courtesy of Eric H.

Nintendo GameCube

Microsoft Xbox 360

Nintendo Wii

Super Mario All-Stars (Nintendo / Nintendo, 1993)

Teenage Mutant Ninja Turtles: Turtles in Time (Konami / Konami, 1992)

Courtesy of Thomas B.

SNES

SNES

Note: For each platform, it doesn't matter which order that they are played... and thanks for bringing in games!