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				 	4 02 Sep-06 Sep	<p>Video Art: Artists get their hands on the Portapack: Martha Rosler-Semiotics of the Kitchen, William Wegman 1 and 2, Dan Graham-Rock my Religion, The Video DataBank, The Electronic Arts Intermix Video Installation Art: Nam June Paik, Bill Viola, Tony Oursler, Bruce Nauman Feature Length Baroque Video Art: Matthew Barney Reading Discussion: Morse, Margaret Video Installation Art: The Body, The Image and the Space In-between and High, Kathy Public Stances Discussion Leader: Dorcas Optional: Did the Portapack cause Video Art? and Oppenheimer, Robin Characteristics of an Expanding Medium</p>		Yes No
				 	5 09 Sep-13 Sep	<p>E-learning Week: Artistic Alteregos, Personas, Identity and Genderplay Check Out: Cindy Sherman, Guerrilla Girls, Celebrity Performance Art, Sasha Baron Cohen's multiple personas(Bruno, Borat and Ali G), Lynn Hershman Leeson as Roberta Breitmore, and her film Concieving Ada (inspired by life of Countess Ada Lovelace), VNS Matrix and their Cyberfeminist Manifesto, Shu Lea Cheang's Brandon, Second Front and Gazira Babeli Lab: Make Your Own Video/Performance Art Piece in which you become somebody else (1-3 minutes, No edits) with your mobile phone and upload it to Vimeo, Alternately to videoing yourself, you could do the performance as a machinima character with voiceover. Post link on Forum and comment on other students' videos Discussion Leader: Timo</p>		Yes No
				 	6 16 Sep-20 Sep	<p>Net Art, Web 1: Audience completes the Artwork, Maximizing the Medium, Software and Hypertext Art, East meets West, Jodi, Olia Lialina, Potatoland and the Shredder Francesca di Rimini Iosh</p>		Yes No





















						<p>On, Alexi Shulgin, Natalie Bookchin, Switch Net Art Taxonomy , Rhizome Guest Artist: Vladimir Todorovic Read: Greene, Rachel A History of Internet Art and Paul, Christiane Challenges for a Ubiquitous Medium: Presenting and Preserving New Media Discussion Leader: Nicholas Optional: Interview with Jodi by Tilman Baumgartel from Intelligent Agent Magazine</p>		
						<p>Recess 21 Sep-29 Sep</p>		Yes No
						<p>7 30 Sep-04 Oct</p> <p>Game Art vs. Player Driven Design: Gameplay Mods: Players, Collaborative Authorship and Iterative Design, Valve Software Portal vs Art Mods: Cory Arcangel, SOD-Jodi, Retroyou, Julian Oliver, Rebecca Cannon-Escape from Woomera, Indie Art Games: Entropy8Zuper!/Tale of Tales,Bientot l'Etait, the Void, Jason Roher and retro 2d/pixel art aesthetic: Passage DOTA Lab: Play Game Mod (To Be Determined) Read: Schleiner, Anne-Marie Chapter 2: Play Material Discussion Leader: Yuhan Optional Read: Stuart, Kieth, Are Videogames Art?: The Debate that shouldnt be</p>		Yes No
						<p>8 07 Oct-11 Oct</p> <p>Tactical Media Culture Jamming: Rtmark's Artistic Anti-Corporate Pranks: The BLO, Simcopter, ETOY War, Art Hacktivism: From Critical Art Ensemble (CAE) to EDT, Ricardo Dominguez, Brett Stallbaum and Carmen Karasic of Electronic Disturbance Theater in support of the Zapatistas vs. Jordan and Taylor's "Digitally Correct Hacktivists", Brett Stalbaum's Gun Locator App Activism becomes like Performance Art: anti-World Trade activist performance London: Carnival Against Capital, Alexander Galloway's Carnivore Sniffer Project, The Yes Men Movie Read: Critical Art Ensemble Ch 2: Nomadic Power and Cultural Resistance Discussion Leader: Guan Hong Optional Read: Lovink, Geert and Garcia, David, The ABC's of Tactical Media and Raley, Rita, Border Hacks chapter from Tactical Media</p>		Yes No

					9 14 Oct-18 Oct	Remixing the Game around the Globe: Open Design, Maker-spaces and Bioart in Southeast Asia, Relational Art in Europe and Latin America- Carolina Caycedo/Cambalache Collective/Shanty Sounds/Transactional-Relational/Migration , Rene Hayashi : LowTech Materials in High Tech Design, Migrant Internet Cafe on Water and Shanty Town Play Sculptures, Arcangel Constantini-Atari Noise , North American Electronic Junk being turned into 2nd world Art, Lesley Garcia, Mexican game designer: Yvonne Davelos, File Digital Art Festival in Brazil, HONF and Andreas Siagon/LifePatch(former member of HONF) : Bioart, Water Sculptures and Clean Water, Community Organizing, Tengal Nolasen: Sound Art Sculpture installation next week at NTU/ADM and organizer of Manila based Media Arts Kitchen, Open Urbanism in Singapore (Debbie Ding) , Isabelle Desjeux's L'Observatoire in Singapore , Lee Wen's Independent Archive in Arab St, SG Lab : Phone Lense Hack with Recycled Materials Read : Intro to Bishop, Claire, Artificial Hells, and Intro to Bourriaud, Nicholas, Postproduction: Culture as Screenplay: How Art Reprograms the World Discussion Leader : Claire	Yes No
					10 21 Oct-25 Oct	Fieldtrip to Hackerspace Singapore Read : Laitio, Tommi, From Best Design to Just Design in Open Design Now book Discussion Leader : Wei Jin	Yes No
					11 28 Oct-01 Nov	Final Presentations	Yes No
					12 04 Nov-08 Nov	Final Presentations	Yes No
					13 11 Nov-15 Nov	Final Presentations	

Module: NM3227->Lesson Plan:CRITICAL GAME DESIGN->Lesson Schedule

Edit	Del	Dup			Week	Weekly Summary	Instructional Resources	Publish
					1 14 Jan- 18 Jan	Lecture: Intro, Overview, Explain Assignments including Digital Ethnography Blog and Fieldwork, and how Asynchronous Tutorials in Minecraft will work		Yes No
					2 21 Jan- 25 Jan	Lecture: What is a Game? Ludification vs. Gamification Read: Reading Blog Entry #1 Due: Reflect on your blog on Raessens, Joost, Homo Ludens 2.0 The Ludic Turn in Contemporary Media Theory Optional Read: Lunden, Ingrid Badges Beware: 80% of Gamification Apps will end up being Losers		Yes No
					3 28 Jan- 01 Feb	Lecture: Gamification of the City 1: From Situationism to Military Ludic Ghost Towns Tutorial: Project 1 Milestone A Due: Post ethnographic observations of a part of the city where your hypothetical game would take place on your Blog Optional Read: Schleiner, Anne-Marie "City as Military Playground: Contested UrbanTerrain" (Chapter 4, p. 94 in <i>Ludic Mutation: The Player's Power to Change the Game</i>)		Yes No
					4 04 Feb- 08 Feb	Lecture: Gamification of the City 2: LARPs, the two AR's (Alternative Reality and Augmented Reality) Games, Future Trends, Science Fiction AR Games in Mitsou Iso's Dennoi Coil Japanimation Series Tutorial: Project 1 Milestone B Due Sat Feb 9, 11:59 p.m.: Post initial draft of Game Design Concept on your Blog and give constructive, critical feedback on the blog of at least one classmate (Choose another blog to critique from the list I will post in IVLE Forum) Optional Read: Schleiner, Anne-Marie "Toys of Biopolis"(Chapter 5, p. 125 in <i>Ludic Mutation: The Player's Power to Change the Game</i>) and Deleuze, Gilles "Post-script on the Society of Control"		Yes No
					5 11 Feb- 15 Feb	Lecture: No Lecture-Happy Chinese New Year! Tutorial: Your activity (Build Your Own Classroom) for CNY week in "tutorials" is to play the free version of Minecraft classic create here: https://minecraft.net/classic/play You are asked to draft a simple idea of a gamified classroom for virtual tutorials using the building blocks in Minecraft. When finished take a screenshot and post it on your blog. (This will only be marked as tutorial participation, ie did you do it or not,		Yes No

						<p>though I may add some verbal feedback on some of them my feedback does not affect the mark) Due: Sat Feb 16, 11:59 pm</p> <p>Tips: Make sure Java is installed so you can play Minecraft in your browser (check their site for more help),</p> <p>Basic Controls in Minecraft Classic Create (so much easier than Survival): Mouse left click destroys blocks and right click builds, mouse scroll selects materials from your inventory and "B" gives you even more material options. Movement is like a standard first person shooter game using, W,A,S,D and space bar to jump.</p> <p>If you have questions about the tutorial activity post them on the IVLE forum. For technical problems installing Minecraft check the forums, tutorials etc on the Minecraft.net site.</p>		
					6 18 Feb- 22 Feb	<p>Lecture: Short Presentations of Project 1(Project 1 Digital Poster due in Student Submissions Folder IVLE)</p> <p>Tutorial: Learning to Craft in Minecraft: Play Survive Your First Night Demo available free at minecraft.net (click on demo button). Place screenshot of your shelter you build for the night on your blog. Due: Sat March 2, 11:59 p.m. Helpful Demo Walkthrough: http://www.youtube.com/watch?v=OVWnQHS-ffs Over Break: Install Minecraft.edu and salute your Project 2 group members (See IVLE Project groups to see who is in your group)</p>		Yes No
					Recess 23 Feb- 03 Mar			Yes No
					7 04 Mar- 08 Mar	<p>Lecture: Games for Change, Procedural Game Rhetoric, and some Obstacles to Activist and Serious Game Design, Intro Project 2</p> <p>Tutorial: Reading Blog Entry #2 Due: Reflect on Reading on your Blog and apply to at least one game from http://www.gamesforchange.org/play/</p> <p>Read: Frasca, Gonzalo 2 Chapters: "The Theater of the Oppressed and the Games of the Oppressed"</p> <p>Optional: Bogost, Ian "The Rhetoric of Games" , Jane McGonigal Gaming Can Make a Better World Ted video</p>		Yes No
					8 11 Mar- 15 Mar	<p>Lecture: Learning Games</p> <p>Tutorial: Reading Blog Entry #3 Due: Play Educational Game of your choice not mentioned in class and connect to topics mentioned in reading on your blog</p> <p>Read: Van Eck, Richard "Digital Game Based Learning" and Henriksen, Thomas Duus "Dimensions in Educational Game-Design"</p>		Yes No
					9 18 Mar- 22 Mar	<p>Lecture: Learning Games 2: Minecraftedu Interactivity: Redstone Circuits and Project 2 Group Brainstorming Session Helpful Redstone and Mob Farm Minecraft Tutorials from the community: http://www.youtube.com/watch?v=L6ihO7wkjkh http://www.youtube.com/watch?v=aLTX-sBbo_U http://www.youtube.com/watch?v=yBc1oYyenVw http://www.youtube.com/watch?v=yBc1oYyenVw</p>		Yes No

						www.youtube.com/watch?v=liYHNsXTcBc Tutorial: Project 2 Milestone A Due March 23, 11:59 p.m. Conduct Ethnographic Observations of Minecraft Player Community on Blog List of Servers to copy/paste into Multiplayer Part of Minecraft, Server types (beyond Create and Survival)		
					10 25 Mar- 29 Mar	Lecture: Project Two Brainstorm and Build Tutorial: Workday: Meet with your Group and continue to work on constructing Game Map in Minecraft Read: None		Yes No
					11 01 Apr- 05 Apr	Lecture: Learning Game Designer Guests Tan Shao Han(NTU Learning Lab) and John Yap (NUS Learning Center) Tutorial: Online Playtesting Read: Guidelines to Playtesting Optional Read: Tan, Shao Han, Masters Thesis TABLETOP ROLE-PLAYING GAMES IN SINGAPORE. CASE STUDIES FOR EDUCATION AND EMPOWERMENT. Type in title to read from database.		Yes No
					12 08 Apr- 12 Apr	Lecture: Casual Playtesting in class with classmates Tutorial: Online Playtesting: Synchronous group meetings with instructor in Minecraft Read: None		Yes No
					13 15 Apr- 19 Apr	Lecture: Project 2 Presentations!		

Lesson Plan : PLAYABLE ART

Week 1: 11 Aug-15 Aug



Intro to module, Pre-digital art games. Twentieth Century Surrealist Art Games, Chance, Open-endedness, Overview of assignments and discussion/lecture topics

1. [Workbin Project1.pdf](#) - Project 1
2. [Workbin Week1.pdf](#) - Week 1



Week 2: 18 Aug-22 Aug



1. Lecture: Cartographic Vision and Styles: Colonialism, Territory, Exploration and East vs. West, Australian Aborigine Dream Maps, Maps in Games, Memory Mapping Exercise
2. [Yu, E. Lily, The Cartographer Wasps and the Anarchist Bees](#) [Reading Discussion: Paragraph Summary and Discussion Question Due](#)
3. Form Groups, Start to research maps for game



Week 3: 25 Aug-29 Aug



Workday Project One, Due: Map selected for your board game inspiration



Week 4: 01 Sep-05 Sep



1. Lecture/Discussion: Digital Cartography in Computer and Mobile Games
Read: [Jenkins Henry and Squire, Kurt The Art of Contested Spaces](#) and [Lammes, Sybille "The Map as Playground: Location-based games as cartographical practices"](#) [Reading Discussion: Paragraph Summary and Discussion Question Due](#)
2. Project One, Playtesting

1. [Workbin Week4.pdf](#) - Week 4 Notes



Week 5: 08 Sep-12 Sep



Lecture: Art

Games

Reading 1. [Interview with Game Designer Jonathon Blow: What we all missed about Braid](#) 2. [Artist Brody Condon](#): Reading Discussion: Paragraph Summary and Discussion Question Due Optional Reading: Game Art Exhibit [Curator Daphne Dragona](#)

1. [Workbin ArtReview.pdf](#) - Art Review



Week 6: 15 Sep-19 Sep



[Project One Due/Critique](#)



Week 7: 29 Sep-03 Oct



[Presentation of Game Artist Reviews](#)



Week 8: 06 Oct-10 Oct



Introduce Project 2 [Indie Game Developer Angst Documentary](#) (Equivalent to the Expressionist Painter Edward Munch's [The Scream](#)) [Continued Presentation of Game Artist Reviews](#)

1. [Workbin Project2.pdf](#) - Project 2



Week 9: 13 Oct-17 Oct



GameMaker Demo, Workday Project Two, Milestone A. Concept Due end of class, Group Brainstorming in class,



Week 10: 20 Oct-24 Oct



Deepavali, [Artist Review Final Written due in IVLE Student Submission Folder](#)



Week 11: 27 Oct-31 Oct



Workday Project Two, Milestone B. Playable Prototype Due



Week 12: 03 Nov-07 Nov



Workday Project Two, Milestone C. Playtesting Results Due



Week 13: 10 Nov-14 Nov



Project Two Final Presentation/Critique

