

Syllabus: Gamification & Game Studies [Seminar]

Lecturer: Jan Broer – jbroer@uni-bremen.de – TAB 3.89 – appointments via e-mail only

Room: MZH 1090

Time: Tuesdays 14-16

All official communication through Stud.ip. **Read your e-mail!**

Schedule & required reading:

Date	Topic	Reading
14.04.	Introduction	none
21.04.	What's in a game?	Juul 2003
28.04.	Gamification	Deterding et al. 2011
05.05.	Motivation	Ryan & Deci 2000
12.05.	Player types	Bartle 1996
19.05.	Flow	Cowley et al. 2008
26.05.	Practical examples of gamification	Hamari 2014, Cooper et al. 2010
02.06.	Critique of gamification	Bogost 2014
09.06.	Games and gamification in education	Landers 2015
16.06.	Analyzing games	Consalvo & Dutton 2006
23.06.	Exergames & gamification in health	Munson et al. 2014
30.06.	Narrative in games & gamification	Dickey 2011
07.07.	Spectating games – e-Sports and „let's play“	Cheung & Huang 2011
14.07.	Summary, evaluation	none

Course Details:

Digital Media:

- M-MA-2 Special Topics in Digital Media
- M-MI Media Informatics
- M-MA-31 Project Preparation
- B-MA-2 Spezielle Gebiete der Digitalen Medien

Informatics: ME-804 – Medieninformatik

4 credit points = 120 hrs

- 28 hrs – attendance
- 28 hrs - Preparation for sessions (reading)
- 28 hrs - Preparation of 1 session
- 36 hrs - Final paper or prototype

For M-MA-31 students: +2 credits: Project preparation study

Credit Requirements:

- Active participation in and preparation for seminar sessions (20%)
- Preparation of one presentation (in a group) (30%)
- Preparation of either (in a group) (50%)
 - a theoretical paper on the contents of your session
 - or a prototypical implementation of gamification into an existing system
 - or a concept paper on a new approach to gamification
 - or an in-depth examination of an existing implementation

Expectations for papers:

- Springer LNCS format
(<ftp://ftp.springer.de/pub/tex/latex/llncs/latex2e/instruct/authors/authors.pdf>)
- ~ 7000 words
- Deadline August 31st

Expectations for prototypes:

- Working prototype of gamification in an existing system
- Short documentation including
 - Statement of your own contribution
 - Description of game elements used
 - Reason for gamification
 - References to concepts used for gamification

Session Preparation:

Each student is expected to read the required reading (all papers are available on Stud.ip) for each session and to briefly answer the following questions through DoIT! on Stud.ip.

- What is the research question/topic discussed in the paper?
- Which method(s) were used in the paper?
- What is the main message of the paper?
- What was most interesting about the paper? Why?
- What was most surprising about the paper? Why?
- How useful is the paper? Why?
- How does the paper relate to other topics discussed previously?
- What didn't you like about the paper? Why?

Session Structure:

15 min	Introduction & discussion of the paper
30 min	Presentation
15 min	Discussion
5 min	Break
20 min	Practical part
10 min	Summary & discussion
