STATE UNIVERSITY OF NEW YORK
COLLEGE OF TECHNOLOGY
CANTON, NEW YORK

MASTER SYLLABUS

GAME360 – Games Journalism

Created by: Ryan Hewer

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Canino School of Engineering Technology

Department: Decision Systems

Semester/Year: Fall 2020

A. **TITLE**: Games Journalism

B. **COURSE NUMBER:** GAME360

C. **CREDIT HOURS: 3 credit hour(s) per week for 15 weeks**
(2 hour lecture, 2 hours recitation per week)

D. **WRITING INTENSIVE COURSE**: Yes ☒ No ☐

E. **GER CATEGORY: None:** ☒ **Yes:**
If course satisfies more than one:

F. **SEMESTER(S) OFFERED: Fall** ☐ **Spring** ☐ **Fall & Spring** ☒

G. **COURSE DESCRIPTION:**

This course explores both the history and practical application of games journalism. The focus of the class is to help students understand how and why games journalism serves the people who play, make, market and publish games. Students will be asked to develop an understanding of the industry's history and will have a chance to meet and interview members of the games press. Students will also practice a variety of journalistic tasks, including writing a feature, blogging news and live-streaming gameplay. Although the focus of the class is to introduce students to the perspective of a games journalist, they will also learn how to pitch stories and write self-promotional emails on behalf of their own games.

H. **PRE-REQUISITES: None** ☐ **Yes** ☒ **If yes, list below:**

GAME110
45 Credit Hours

CO-REQUISITES: None ☒ **Yes** ☐ **If yes, list below:**

I. STUDENT LEARNING OUTCOMES: (*see key below*)

By the end of this course, the student will be able to:

Course Student Learning Outcome [SLO]	*Program Student Learning Outcome [PSLO]*	*GER [If Applicable]*	*ISLO & SUBSETS*	
Research a story and conduct an interview following best professional practices, including separating fact from hearsay.	PSLO8- Demonstrate an understanding of recent principles of game design, including, programming, narrative, character and level design.		5- Industry, Professional, Discipline Specific Knowledge and Skills	
Write a news story and a feature story by finding news and building sources.	PSLO 2 - Research, organize, evaluate, and document gathered information for a comprehensive examination of the design process and manage a professional game design, development, and production workflow, including development roles and the specific skill sets required by each role, in order to develop a successful career path.		1- Communications Skills (Written)	
Write a professional review for a recently released game.	PSLO 4 - Recognize the underlying principles guiding the relevant visual, audio, interactive, and narrative aesthetics of an animation or a game.		2- Critical Thinking, Inquiry and Analysis (Inquiry and Analysis)	

KEY	Institutional Student Learning Outcomes [ISLO 1 – 5]
ISLO #	ISLO & Subsets
1	**Communication Skills** Oral [O], Written [W]
2	**Critical Thinking** *Critical Analysis [CA] , Inquiry & Analysis [IA] , Problem Solving [PS]*
3	**Foundational Skills** *Information Management [IM], Quantitative Lit./Reasoning [QTR]*
4	**Social Responsibility** *Ethical Reasoning [ER], Global Learning [GL], Intercultural Knowledge [IK], Teamwork [T]*
5	**Industry, Professional, Discipline Specific Knowledge and Skills**

*Include program objectives if applicable. Please consult with Program Coordinator

J.   **APPLIED LEARNING COMPONENT:**   Yes ⊠   No ☐

       If YES, select one or more of the following categories:

          ⊠ Classroom/Lab   ☐ Civic Engagement
          ☐ Internship   ☐ Creative Works/Senior Project
          ☐ Clinical Placement   ⊠ Research
          ☐ Practicum   ☐ Entrepreneurship
          ☐ Service Learning   (program, class, project)
          ☐ Community Service

K.   **TEXTS:**

The Elements of Journalism (Third Edition) by Bill Kovach and Tom Rosenstiel

The Ethical Journalist: Making Responsible Decisions in the Pursuit of News (Second Edition)
       by Gene Foreman

L.   **REFERENCES:**

None.

M.   **EQUIPMENT: None** ⊠ **Needed:**

N.   **GRADING METHOD:** A-F

O.   **SUGGESTED MEASUREMENT CRITERIA/METHODS:**

Class participation.
Writing assignments that make use of a grading rubric.
Project-based evaluation that make use of a grading rubric.

P.   **DETAILED COURSE OUTLINE:**

   I.   What is news?
       a. Evolving nature of news
       b. Social Media's impact
       c. Economics of news
   II.   Reporting
       a. Making contact
       b. Interviewing
       c. Collecting and verifying facts
       d. Source building
       e. Use of social media
   III.   Writing
       a. Construction of a news story.
       b. Variations of a lede.
       c. Quoting and attribution.

a. Impact on the industry.
b. Value for you as a developer.
c. How to be interviewed.
d. How to pitch.
e. How to find your story.
XV. Careers
a. Establishing yourself in this industry.
b. Journalism vs development.
c. Avoiding burnout.
d. Pay.

Q. **LABORATORY OUTLINE:** **None** ☒ **Yes** ☐