

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



MASTER SYLLABUS

GAME360 – Games Journalism

Created by: Ryan Hewer

Updated by: Ryan Hewer

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:

<u>Course Student Learning Outcome</u> <u>[SLO]</u>	<u>Program Student Learning Outcome</u> <u>[PSLO]</u>	<u>GER</u> <i>[If Applicable]</i>	<u>ISLO & SUBSETS</u>	
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	<u>Institutional Student Learning Outcomes [ISLO 1 – 5]</u>
ISLO #	ISLO & Subsets
1	Communication Skills Oral [O], Written [W]
2	Critical Thinking <i>Critical Analysis [CA], Inquiry & Analysis [IA], Problem Solving [PS]</i>
3	Foundational Skills <i>Information Management [IM], Quantitative Lit/Reasoning [QTR]</i>
4	Social Responsibility <i>Ethical Reasoning [ER], Global Learning [GL], Intercultural Knowledge [IK], Teamwork [T]</i>
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:

- | | |
|---|--|
| <input checked="" type="checkbox"/> Classroom/Lab | <input type="checkbox"/> Civic Engagement |
| <input type="checkbox"/> Internship | <input type="checkbox"/> Creative Works/Senior Project |
| <input type="checkbox"/> Clinical Placement | <input checked="" type="checkbox"/> Research |
| <input type="checkbox"/> Practicum | <input type="checkbox"/> Entrepreneurship |
| <input type="checkbox"/> Service Learning | (program, class, project) |
| <input type="checkbox"/> 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.

- d. Story structure techniques.
- e. Style Guide.
- IV. Responsibilities
 - a. Ethics
 - b. Media Law
 - c. Corrections
 - d. Diversity
- V. Previews
 - a. History of previews.
 - b. Specific approaches to preview writing.
- VI. Reviews
 - a. History of reviews.
 - b. Scores or not?
 - c. Techniques for writing reviews.
- VII. Opinions
 - a. Opinions vs. News
 - b. Value of opinions.
 - c. Constructing an argument.
 - d. Finding your voice.
- VIII. Features
 - a. Narrative writing.
 - b. Storytelling approaches and structure.
 - c. Finding worthy topics.
 - d. Uncovering the narrative.
- IX. Events
 - a. Covering an event.
 - b. Time Management
 - c. Scheduling.
 - d. Writing techniques.
- X. Beats
 - a. What is beat writing?
 - b. Beat writing vs general assignment.
 - c. Covering the game journalism beat.
 - d. Esports as a beat.
- XI. History
 - a. Birth of games journalism.
 - b. Fan mags and gaming sites.
 - c. Rise of the blog.
 - d. The post-blog era.
 - e. Mainstreamification of games journalism.
 - f. Current state of games journalism.
- XII. Newsroom Management
 - a. Establishing a brand.
 - b. Freelance vs. Fulltime
 - c. Event coverage.
 - d. To review or not to review?
- XIII. Advanced Techniques
 - a. Data-driven journalism.
 - b. Business reporting.
 - c. Online and offline tools.
 - d. How to FOIA.
- XIV. Journalism and the Developer

- 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