

Course Critica videoludica

SDS L-ART/06

ETCS 6

Course modules (if any) None

Year I year

Semester I semester

Professor(s) Marco Accordi Rickards

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Office hour At the end of the lesson or by appointment agreed by e-mail.

LEARNING OUTCOMES

The aim of the course is to achieve the following learning outcomes:

1. **KNOWLEDGE AND UNDERSTANDING SKILLS:** the student will have a knowledge of the main theories and notions of videogame criticism and has the ability to distinguish with the identity of the video game.
2. **APPLIED KNOWLEDGE AND UNDERSTANDING SKILLS:** the student will have the ability to process this knowledge in order to critically analyze and interpret the works Interactive
3. **AUTONOMY JUDGMENT:** the student will acquire the ability to critically express the fundamental notions related to the topics covered in class and to the compulsory volumes
4. **COMMUNICATION SKILLS:** students will acquire mastery of language specialist skills in the subject and will develop the ability to argue and present adequately cover the topics through a technical vocabulary.
5. **LEARNING ABILITY:** Students will demonstrate learning skills necessary to undertake further studies or develop a professional career in the interactive multimedia works, applying the knowledge and skills acquired in companies, institutions and organizations in the videogame sector.

DETAILED PROGRAM

Starting from the field of videogame criticism, the course accompanies students in the training of a critical thinking specifically related to interactive works, which can be made explicit through the reference channels of the videogame press, specialized and generalist. Purpose of the course is to provide a mindset for students, promoting in-depth analysis of the videogame world by emphasizing the rhetorical and dialectical skills of the students, enabling them to critically and historically frame the products with which they come into contact as well as phenomena occurring within the industry.

Studying the identity of the video game and the evolution of the videogame medium, also focusing on the fragmentation of the interactive experience, the course addresses the degrees of interaction that the user has towards the video game, analyzing its facets in detail (legitimacy of the medium, political dimension, indie scene and new avant-garde) and observing the video game industry through the eyes of the video game critic.

- The identity of the video game
- A rapidly evolving medium
- Asteroids syndrome

- The interactive experience
- The IMO: humanistic matrix and authorship
- Multimedia and qualified interaction
- Experience & Challenge
- Narrative, non-narrative and semi-narrative works
- Degrees of interaction
- Types of interactive narratives
- The contamination of genres and the weight of words
- The critique of interactive works and the classical model
- The Kara Manifesto
- The Conscious Gamer
- The political dimension

RECOMMENDED PRE-REQUISITES (IF ANY)

None. The course provides the basis for understanding the subject, starting from scratch up to get to an advanced level.

TEACHING METHODOLOGIES

The educational activities will be carried out through...

FINAL EXAMINATION METHODOLOGIES

The final exam consists of an oral interview designed to assess the acquisition by of the students' theoretical knowledge of the course.

EVALUATION CRITERIA

In the oral exam, the student must demonstrate:

1. **KNOWLEDGE AND UNDERSTANDING SKILLS:** the final exam will evaluate the student's acquisition of the fundamental notions related to the topics listed in the detailed program of the course.
2. **APPLIED KNOWLEDGE AND UNDERSTANDING SKILLS:** the final exam will assess the student's ability to connect the different topics covered and the ability to analyze content with a critical and conscious eye.
3. **AUTONOMY JUDGMENT:** to have developed an ability to understand the evolutions, the main models and fields of application, developing a critical and analytical approach.
4. **COMMUNICATION SKILLS:** the final exam will evaluate, in addition to the contents of the answers, also the ability to appropriately evaluate the terms of the cultural language of the student video game and to effectively expose the topics studied.
5. **LEARNING ABILITY:** their ability to use the conceptual and methodological tools learned during the course.

FINAL GRADING INFORMATION AND CRITERIA

The final score is expressed in thirtieth grade, with the possibility of honors. In the assignment of the final grade, the outcome of the oral interview. These criteria can be outlined as follows:

- 1) less than 18, in the case of fragmentary and superficial knowledge of the contents, errors

in the application of concepts, inadequate exposition;

2) between 18 and 20, in case of sufficient but general knowledge of the contents, exposure simple, uncertainties in the application of theoretical concepts;

3) between 21 and 23, in case of appropriate but not in-depth knowledge of the contents, to apply theoretical concepts, ability to present contents in a simple way;

4) between 24 and 25, in case of appropriate and extensive knowledge of the contents, a fair ability to

application of knowledge, ability to present content in an articulate way;

5) between 26 and 27, in the case of precise and complete knowledge of the contents, good ability to

apply knowledge, analytical skills, clear and correct exposition;

6) between 28 and 29, in the case of a broad, complete and in-depth knowledge of the contents, good

application of contents, good ability to analyze and synthesize, safe and correct presentation;

7) 30/30 laude, in case of very broad, complete and in-depth knowledge of the contents, well-established ability to apply contents, excellent ability to analyse, synthesize and interdisciplinary connections, mastery of exposition.

COURSE MATERIAL

Students are required to complete the preparation for the exam by integrating the teaching materials discussed during the face-to-face lectures with the following compulsory volumes:

1. Accordi Rickards, M., What is a video game, Carocci, 2021

2. Rickards Accords, M., History of the Video Game. From the Fifties to the present day. New edition, Carocci, 2020

OTHER ADVICES

Attendance of classes is recommended. Students belonging to the 'part-time/workers' category or being unable to take part in the lessons are suggested to directly contact the professor in order to analyze, together, specific training needs.