

HIST 4963: Special Topics in History **Interpreting History Through Games**

Rulebook

MidAmerica Nazarene University

Department of Humanities

Instructor: Dr. Elizabeth Hornor

Email: ebhonor@mnu.edu

Special Assistant: Dr. Mark Hayse

Email: mahayse@mnu.edu

University Mission Statement: As a Christian community in the Wesleyan-Holiness tradition, MidAmerica Nazarene University seeks to transform the individual through intellectual, spiritual, and personal development for a life of service to God, the church, the nation and the world.

Humanities Department Mission Statement: To support the Christian educational mission of MidAmerica Nazarene University by offering academically rigorous fields of preparation in History.

Course Objectives: This course partially fulfills the following History Program Outcomes:

- Students will be able to demonstrate an understanding of historical themes and chronology.
- Students will be able to effectively analyze and use primary and secondary sources.
- Students will be able to conduct and present original historical research

Course Description: This course examines how games can be used to learn and understand history. By exploring historical games and history-themed games, students will determine whether games improve student learning and interest.

Required Textbooks:

Ainslie Embree and Mark Carnes, *Defining a Nation: India on the Eve of Independence, 1945*, ISBN: 978-0321355850

Additional required reading links on Moodle

Course Requirements and Grading:

Participation: 30%

Attendance: 10%

Homework: 20%

Reacting to the Past Game: 30%

Final Reflection Paper: 10%

The Leaderboard: Over the course of the semester, we will keep track of the winner of every game in order to determine an overall champion of the class. While your place on the leaderboard has no bearing on your grade, winners will advance up the leaderboard in 10-point increments (10 points per victory), and the overall champion will be crowned on the last day of class. Winning or losing a game does not affect your grade in the course.

Role of the Special Assistant: We are privileged to have Dr. Mark Hayse assisting with the gameplay aspects of the course. Dr. Hayse is a good person to ask if you have questions about game mechanics for any game that he explains, but he is not responsible for student grades, attendance, or missed work. Talk to Dr. Hornor if you have questions about the course.

Participation: Your participation grade will be based on two components: participation in games (15%) and participation in pre- and post-game discussions (15%). Participation in game play includes being active and engaged in the game, not slowing down gameplay unnecessarily, and exhibiting sportsmanlike conduct, whether winning or losing. Participation in discussions involves actively speaking up at least once and preferably several times during each discussion. It also involves completing any written reflection activities. You should check on your participation grade throughout the semester.

Policy on missing games: If you miss class, it is your responsibility to learn how to play the game that you missed and to play it (if the homework calls for it). The best way to learn how to play will be to ask someone who was in class to teach you. Note, however, that there are no opportunities to make up the participation points that you will lose for any absences.

Attendance Policy: Because this course focuses heavily on in-class game play, attendance is included in your grade for the course. In addition, the MNU policy on attendance is also in effect: **three** absences is considered excessive. If you have 3 absences you will receive 0 points for Attendance. If you have 4 absences you will automatically fail the course (game over).

Final Letter Grade Calculation:

Grade	Score
A	95-100

Grade	Score
A-	90-94
B+	87-89
B	83-86
B-	80-82
C+	77-79
C	73-76
C-	70-72
D+	67-69
D	63-66
D-	60-62
F	0-59

Classroom Behavior:

As part of an active learning environment, students must interact in a collegial manner and choose actions that do not detract from other students' learning. Computers are allowed (though not encouraged), but the instructor reserves the right to ask students who misuse the privilege to abstain from computer use. Computers should only be used for note-taking, not for personal activities. Cell phone use is not permitted in class. Inappropriate classroom behavior will result in a reduction of the student's participation grade. Specifically, the instructor will assign "F-level" participation grades throughout a class session whenever students are distracted by their electronic devices.

Moodle: Class resources, assignments, and announcements will be posted on Moodle, MNU's classroom management system. Be sure to check the Moodle site regularly. Moodle can be accessed through the MNU portal.

Email: The primary method of communication in this course is through email. You are responsible for any information that is conveyed via email.

Special Accommodation: MidAmerica Nazarene University complies with the Americans with Disabilities Act and Section 504 of the Rehabilitation Act of 1973 regarding students with disabilities. MNU provides reasonable accommodations for students with properly documented disabilities to the extent that such accommodations do not interfere with the essential requirements of a particular course or program and do not create an undue hardship. Written notification to the course instructor from the Kresge Academic Support Center is required so please plan accordingly. Students who have questions about receiving accommodations are invited to contact the Kresge Center for a confidential discussion. The Kresge Center may be contacted by visiting Mabee Library on the Olathe campus or via email at Kresge@mnu.edu. *Each eligible*

student is responsible for presenting relevant, verifiable, professional documentation and/or assessment reports to Kresge Center. Guidelines for documentation may be found at

https://www.mnu.edu/images/userUploads/Mabee_Library/MNU_ADA_504_Policy.pdf

Kresge Academic Support Center: You are encouraged to use the university's free online tutoring system, ***Smarthinking***, which can be accessed on the MNU portal at my.mnu.edu. ***Smarthinking*** is an organization that provides people, technology to offer outstanding online academic support to MNU's students. Students at more than 1,000 institutions use ***Smarthinking*** for academic support and tutoring and help is available in over 45 content areas.

In addition, Kresge Academic Support Center, located on the first floor of Mabee Library, is a resource for MNU students needing academic support. Need help with a homework assignment? Have a big test coming up? Academic Support Center staff can help with tutoring in prerequisite and developmental skills, as well as studying, note taking, and test taking. Peer instructors are also available to provide tutoring in many subject areas. Peer tutoring sometimes occurs on weekday evenings. You just need to ask for help!

Academic Misconduct: The University's academic integrity policy is located in the Student and Faculty Handbooks and must be read thoroughly and understood. The policy will be strictly enforced. The first offense results in failure of the assignment. A second offense in the same class results in failure of the course. Any three offenses during the student's sequence of study results in dismissal from the university.

Offenses are cumulative over the course of your academic career at MNU!

Gameplay: *Assignments are due by 10:45 am on the date indicated. The professor reserves the right to change the schedule.*

Week 1:

Introduction

Assignment: Read "Institute of Play" links on Moodle

Homework 1 due on Moodle

Week 2:

Assignment: Read "What Games have to teach us..." links on Moodle

Homework 2 due on Moodle

Assignment: Read "Diplomacy" links on Moodle

Homework 3 due on Moodle

Week 3:

Assignment: Read "Population" links on Moodle
Homework 4 due on Moodle

Diplomacy moves due

Assignment: Play Roll Through the Ages 1 time in a group. Provide picture proof of: 1) set up, 2) active game play, 3) winner's score sheet and hand in all score sheets for the group

Week 4:

Diplomacy moves due

Assignment: Read "Pit and Monopoly" links on Moodle
Homework 5 due on Moodle

Diplomacy moves due

Assignment: Play Monopoly one time in a group. Provide picture proof of 1) set up, 2) active game play, 3) winner's holdings at end of game

Week 5:

Diplomacy moves due

Assignment: Read "Chess" links on Moodle
Homework 6 due on Moodle

Diplomacy moves due

Assignment: Read "Assassin's Creed" links on Moodle
Homework 7 due on Moodle

Week 6:

Diplomacy moves due

Assignment: Play Chess two times with a class partner. Provide picture proof of 1) set up, 2) gameplay and 3) the board after the winning move.

Diplomacy moves due

Assignment: Read "Oregon Trail 1" links on Moodle
Homework 8 due on Moodle

Week 7:

Diplomacy moves due

Assignment: Read "Oregon Trail 2" links on Moodle
Homework 9 due on Moodle

Diplomacy moves due
Assignment: Read "Oregon Trail 3" links on Moodle
Homework 10 due on Moodle

Week 8:
Diplomacy moves due

Assignment: Complete Twine stories

Diplomacy moves due

Week 9:
Assignment: Read *Defining a Nation* Gamebook (excluding appendices)
Homework 11 due on Moodle

Assignment: Read *Defining a Nation*, Appendix B and additional "India" links on Moodle
Homework 12 due on Moodle

Week 10:
No class

Week 11:
Assignment: Read "India" links on Moodle
Homework 13 due on Moodle

Week 12:
Game Day 1: Papers and Speeches due as assigned
Game Day 2: Papers and Speeches due as assigned

Week 13:
Game Day 3: Papers and Speeches due as assigned
Game Day 4: Papers and Speeches due as assigned

Week 14:
Game Day 5: Papers and Speeches due as assigned
Game Day 6: Papers and Speeches due as assigned

Week 15:

No Assignment Due

Week 16:

No Assignment Due

Final Reflection Paper Due

Overall Champion declared