

# EVOLUTION OF GAMES

Ms. Dombrowsky's Syllabus

2019-2020

## MODULES

Today's professional game designers understand and implement dynamics from many different types of games in their blockbuster hits. In this course, you'll explore ancient cultures, their games, and how they designed games using available technology and resources. You will find out more about the benefits game playing has within a society. You will prototype and play games as well as get hands-on experience creating your own original game.

### Module 1 Evolution of Games and You

- Introduction to Evolution of Games & Favorite Games

### Module 2 Mesopotamia and the Royal Game of Ur

- The Royal Game of Ur, Playing the Royal Game of Ur, & Mesopotamia and the Game of Ur

### Module 3 Ancient Egypt and Senet

- The Game of Senet, Playing Senet, Ancient Egypt and the Game of Senet, & Checkers/Draughts

### Module 4 The Roman Empire and Nine Man Morris

- Nine Man Morris, Roman Backgammon, & The Roman Empire

### Module 5 Scandinavia and Hnefatafl

- Hnefatafl, Scandinavia, History of Dice, & Simple Probability

### Module 6 China and the Game of Go

- The Game of Go, Playing the Game of Go, & Chinese History and Inventions

### Module 7 India and Its Influence

- History of Chess, Rules of Chess, Play Chess, Parcheesi, & India Past and Present

### Module 8 European Influences

- Tic Tac Toe, Medieval Europe, & The Modern German Family Game

### Module 9 The History of Card Games

- Card Games and the Printing Press, Card Decks, Card Games, & Cribbage and Whist

### Module 10 Games in Early America

- 18th Century Games, The Royal and Most Pleasant Game of Goose, Games in 19th Century America, The American Journey, & Games of the North American Indians

### Module 11 The Evolution of War Games

- World War II Forever Changes Gaming, Favorite War Board Games, & War Games Through History

### Module 12 The Rise of Modern Games

- Monopoly & Modern Game Companies

### Module 13 Games of Chance

- Poker, How Casinos Take Players' Money, & Play Poker

### Module 14 The Impact of Computers

- Early Days of the Computer Game Industry, Computer Simulations, Games and Careers, & "Mod" a Game

## WHAT TO EXPECT

Rubrics will be provided for projects. They will assess both the learning process and the final product.

### Assessments

- ✓ Bell Ringers
- ✓ Homework
- ✓ Quizzes/Tests  
Announced and Unannounced
- ✓ Lens Reflections

### Discussions

- ✓ Online & In-Class

### WebQuests

- ✓ Research

### Games

- ✓ Build & Create
- ✓ Play

### Group Activities

- ✓ Various



# GRADING

**Participate daily.** Participation points will vary every week so complete the bell ringer, actively contribute to class discussions, and set-up and clean-up materials when directed.

## Bell Ringer Rubric:

- 3 points** Submitted on time with the correct answer
- 2 points** Submitted on time with an incorrect answer
- 1 point** Submitted late with the correct answer
- 0 points** Did not submit or submitted late with incorrect answer

**Stay on task.** Working on an assignment for another class is unacceptable. Playing a game that is not related to what we are learning about is also unacceptable.

## Participation Check Rubric:

- 3 points** Prepared for class and stayed actively engaged in class activities
- 2 points** Prepared for class but failed to remain actively engaged in class activities
- 1 point** Unprepared for class or uninvolved in class activities
- 0 points** Unprepared for class and uninvolved in class activities

**Do your own work.** It is absolutely unacceptable to copy material from another student or from another source as an internet site. You are not permitted to “work together” on any assignment unless explicit permission has been given by the teacher.

**Do quality work.** If you do not complete the entire assignment or it appears to be sloppily or lazily done (no effort/lots of errors), you will not get full credit for your assignment.

**Make new friends.** Playing against the same opponent will not sharpen your skills or help you to improve. Observe various strategies and play styles by challenging different classmates to play.

## MAKEUP WORK AND ABSENCES

- If students know they are going to miss class they should get their assignments and make arrangements to take a quiz BEFORE they leave for the day.
- In addition, any assignments due that day must be submitted BEFORE leaving.
- Students are expected to be prepared for class the next day.

### Excused Absences

Students will have time equal to the length of their excused absence to make up work.

- All tests and quizzes must be made up within one week of the original test date.
- A zero will be entered into the grade book if the work is not completed within the time allotted according to the district grading policy.
- Alternate arrangements will be discussed for approved trips and prolonged illnesses.

### Unexcused Absences

Upon the second and subsequent unexcused/unlawful absences, any work submitted for the unexcused day will become a zero (0).

### Tardiness to Class

After three offenses of arriving to class later than the beginning of class bell, detention will be assigned.



## REQUIRED APPS



Canvas



Gmail



Google Drive



PicCollage



Remind



Venn

**\*Students may be required to download additional apps throughout the semester.**

## CLASSROOM EXPECTATIONS

**Be safe** Listen to staff. Maintain personal space.  
**Respect others** Be on time. Be polite. Use appropriate language and tone.  
**Accountable** Be prepared. Be honest. Do your own work. Use electronic devices only when permitted.  
**Victorious** Do your best work. Celebrate academic success.  
**Enthusiastic** Have a positive attitude. Take ownership of learning.

## ACADEMIC INTEGRITY

- Ask for clarification when needed
- Manage your time & stay organized
- Take notes
- Iterate
- Do not aid and abet dishonesty
- Do not copy and claim another's work as your own
- Do not share your work
- Do not fabricate answers

## CLASSROOM MATERIALS

**Treat everything with respect and care.** According to the student handbook, "The resources provided to students by the Elizabeth Forward High School are valuable and students should use reasonable care. The student to which the equipment/book was assigned must pay for any unnecessary damage or wear and tear. All school debts must be paid before a student can graduate." Equipment includes but is not limited to art supplies, game pieces, game sets, laptops, furniture, and other students' work.

**Sign-out all materials and resources.** Materials and resources should not leave the classroom without teacher knowledge. Students needing materials to finish pencil and paper assignments outside of the classroom must sign them out.

**Help clean up.** We will be sharing materials on most days. Cleaning up and maintaining organization of classroom materials and resources is a group responsibility. Help each other. Ask where materials should be returned if uncertain.

### Follow the Clean-Up Times guideline.

- Return art materials no more than 2 minutes before the bell is due to ring.
- Return basic gaming pieces to the supply cart and paper boards to the storage bins no more than 2 minutes before the bell is due to ring. Add a minute if you have to sign back in materials.
- Begin cleaning up any game that needs to be put back into a box no more than 3 minutes before the bell is due to ring.

### Keep all materials organized.

**Avoid snacking.** Due to the handling of hand-made projects, paper game sets, and different types of technology, please refrain from snacking. Students who need to snack and/or drink during class should do so quietly and neatly without any interruption.

**Ask for permission to use stored materials.** Some materials are stored away for specific reasons. Please ask to use these materials before getting them out of storage.

## MISCELLANEOUS

### Extra Copies

Extra copies can usually be found in the Extra Copies box.

### Passes

Please do not request a pass to go to another area of the building. Requests may be denied for a variety of reasons.

### Restroom

Requests for the restroom during class will be limited to emergencies.

## TEN THINGS THAT REQUIRE ZERO TALENT

1. Being on time.
2. Work ethic.
3. Effort.
4. Body language.
5. Energy.
6. Attitude.
7. Passion.
8. Being coachable.
9. Doing extra.
10. Being prepared.

## REQUIRED MATERIALS

Students should bring the following materials to class every day!

- iPad (provided by E.F.S.D.) with required apps installed.
  - Charged and ready to use.
- Pen or Pencil

## ZULAMA



\*NEW\* Zulama Website:  
[passport.emcl.com](http://passport.emcl.com)

## REMIND

Mrs. Dombrowsky would like you to join remind  
Period 3!

To receive messages via text, text @308cd to 81010. You can sign-out of messages at anytime by replying, unsubscribe @308cd.

Thanks using 81010! Try texting @308cd to (247) 860-2844 instead.



Or to receive messages via email, send an email to [308cd@gmail.com](mailto:308cd@gmail.com). To unsubscribe, reply with unsubscribe in the subject line.



**Text Message**  
**Period 2 @26f4c**  
**Period 4 @b3d31**  
**Period 5 @4cfc**  
**Period 8 @f7081**

**[dombrowskyalexis@gmail.com](mailto:dombrowskyalexis@gmail.com)**  
**412-896-2349 Ext. 7922**