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Department of Humanities and Technical Communication

ENGLISH 1102: Writing About Games & Gaming

Revised: 2013

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**REQUIRED TEXTS:** None.

**COURSE DESCRIPTION:** ENGL 1102 is the second section of SPSU’s two-course writing sequence. In ENGL 1102, students will hone their research writing skills through reading critically, engaging in process writing (including pre-writing, drafting, and revision), and engaging in writing as discovery. Students will also learn to adapt their writing to different audiences, purposes, and rhetorical genres.

NOTE: **This is a special topics ENGL 1102 course.** This course focuses primarily on reading and writing about games and gaming (in many different forms). We will read articles and blogs about games, watch documentary films about games, and research games and gaming (sometimes by conducting field research—ie. playing games). ***If you’re not at all interested in games, you may want to consider another ENGL 1102 course.*** There are other courses that will fit your ENGL 1102 requirement; moreover, they may also fit your interests better.

**COURSE OBJECTIVES:** Upon the completion of this course, students will be able to:

* Create a variety of college level essays that are tailored for specific audiences and rhetorical purposes.
* Analyze rhetorical situations in order to tailor arguments to specific audiences.
* Refine their knowledge of common rhetorical practices.
* Analyze and respond to published texts and the work of their peers.
* Engage in process writing, specifically by taking part in pre-writing, drafting, and revision.
* Engage in conferencing with their peers and understand how to analyze and critique the work of others.
* Engage in timed writing in response to a text or a writing prompt.
* Conduct research and evaluate the validity of sources.
* Master the ability to work with sources and properly cite using MLA guidelines.

**ASSIGNMENTS AND DUTIES:** Below are a brief list of the major assignments and duties of this course. The instructor reserves the right to add or alter coursework at any time.

Essays: This course contains four major essays of approximately 1,000 words length (the final essay is longer). These essays are the gaming narrative essay, exploratory essay, evaluative essay, and the research-based argument essay.

In tandem with the research-based argument essay there is a companion proposal that is to be submitted prior to conference. The essay descriptions will be detailed in handouts prior to the due dates.

Response Journal: Students will be required to keep a response journal for in-class writing. Often we will read aloud from the response journal, so make sure that you do not write anything that you will not be comfortable reading to your classmates and I. Make sure to date and title each journal entry.

Blog Entries: Outside of class you will be required to write blog entries about games and gaming. Often there will be prompts provided for you; other times you will be free to write about whatever you want (in the arena of gaming, etc.). The blog entries should be approximately 200 words in length (they can be longer and your word count can be made up by more frequent, shorter entries). You will also be required to read the blogs of your classmates and comment on at least **two** per week.

**NOTE:** Each blog entry is due to be posted by our Tuesday class period each week.

Peer Review: All of the first drafts of your major essays (barring the proposal) will be reviewed and critiqued by your classmates for drafting purposes. You will conduct this exercise in peer review. Learning to analyze texts, published writing and the work of your classmates, is an important aspect of this course. I expect you to be courteous and compassionate in your reviews, but also honest and specific. I take peer reviews very seriously and they are factored strongly into your participation grade.

There is extra credit available for more blogs.

Class Participation: Often in this course you will be required to read from your response journals and/or blogs and engage in classroom discussion.

Conference: One-on-one conferences will be assigned for the proposal. This will be explained in detail prior to the conference sign-up dates.

**GRADING:**

The following percentages per assignment make up the total of your grade:

Essay #1 (Gaming Narrative): 15%

Essay #2 (Exploratory Essay): 15%

Essay #3 (Evaluative): 15%

Essay #4 (Research-Based Argument): 15%

Course Blog: 30%

Peer Review & Response Journals: 10%

**ESSAY FORMAT:** All essays are to be typed and double-spaced with 12-point, New Times Roman font.

**SPSU COMPOSITION WEBSITE:** The composition website at our school is a great resource for students. It contains descriptions of the composition courses, information on the regents exam and more! Visit the site at: www.spsu.edu/htc/Composition/students/s\_main.htm

**ATTENDANCE/TARDY POLICY:** Attendance in ENGL 1102 is mandatory. In this course we stress process writing, and much of that process needs to be conducted in class with discussions, brainstorming, peer review, and in-class writing; therefore, attendance is a priority. You are allowed no more than four absences in this course. On the fifth absence your final grade for the course will be dropped a letter grade (ie. if you were meant to receive a B through coursework, you will receive a C). On the sixth absence, I reserve the right to fail you.

Three lates are also equivalent to an absence. At the start of class I will call roll. If you arrive late to class, it is your responsibility to inform me that you arrived late—if you do not do so, you may be counted as absent.

**PLAGIARISM POLICY/STATEMENT:** Plagiarism is claiming false authorship to a text or creative work. It is an act of academic dishonesty and will be taken very seriously. Willful plagiarism can result in failure of the course or other academic consequences such as suspension or expulsion.

*Note:* There is absolutely no reason for anyone in this course to plagiarize. If you’re unsure as to how to cite a particular source, do not simply leave off the citation—that is considered plagiarism. If you have questions, consult your style guide or contact me immediately! MLA has a format for the citation of basically anything. There is always a correct way to avoid plagiarism and properly utilize sources in your work.

**CONFERENCE POLICY**: During the semester we will have a day set aside to conference on essays. If you agree to a conference sign-up time and you do not show up for the proscribed time, this will be considered an absence.

**LATE ESSAY POLICY**: Since this course practices process writing, you will know about assignment due dates well in advance. You will conduct at least two drafts per essay, sometimes three. There is no excuse for tardiness in the submission of final drafts. ***I will not accept late work***. Only under extreme circumstances will this policy be reconsidered (on a case by case basis).

**FIRST DRAFT/PEER REVIEW POLICY:** Peer review is an important aspect of this course. In order to be involved in the peer review process you will need to stay on top of the assignments and produce first drafts. If you do not engage in peer review, you will lose a half a letter grade on your final draft (in addition to other penalties to your grade for missing the peer review requirement).