

Preliminary Web Course Description

*Please note: This is a preliminary web course description only. The department reserves the right to change without notice any information in this description. The final, binding course outline will be distributed in the first class of the semester.

School of English and Theatre Studies

Course Code: THST*3170	Course Title: Special Topics Research	Semester and Year of Offering: Winter 2025
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Course Instructor: Peter Kuling	Course Format: Seminar
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Brief Course Synopsis:

THEATRE AND GAMING: This course will provide a foundation for understanding the relationships between theatre/performance and popular games via experiences with role-playing, gaming, problem solving, agency, quick thinking, and interactivity. Playing a wide variety of different games (board, role-playing, card, console, reality, computer, improv, mystery, escape, etc.) will form part of the course in tandem with readings/theories of metagaming, performance theory, and cultural studies. Students will experience unique intersections of theatre and performance when gaming and performance choices directly influence potential game outcomes. Students will learn to speak to the many levels of performance already occurring meta-textually in diverse interactive gaming and playing environments. The final project for this course will include working in groups to create four different fully playable escape rooms in the ARC—freely open for all students, faculty, and staff—over the last three weeks of the term.

Methods of Evaluation and Weight:

<i>Component</i>	<i>Weight (%)</i>
In-Class Game Play Participation	20
Metagaming Assignment	15
Escape Room Projects	40
Critical Game Theory Essay or Podcast	25

Texts and/or Resources Required (e.g. Internet access, specific textbook title, lab kit, etc.):

- Academic Readings will be posted to ARES and available via Courselink
- Internet Access and Online Group Chat App Access (Basecamp, Slack, Discord) required

Information about mode of delivery: In Person. No remote options available. Student Escape Rooms will be developed/constructed in the ARC and ready for active players—ticketing and scheduling to be handled by COA via Eventbrite—from roughly March 17 to Apr 4, 2025.

Final Exam information: There is no final exam. Students will complete a Critical Game Theory Essay (Solo) or Podcast (Groups of 2) on pre-selected topics emerging from their overall experiences/readings throughout the course. This final essay/podcast assignment will be due during the final exam period once classes have ended.