

Evolution of Games

Syllabus

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Overview: Today's professional game designers understand and implement dynamics from many different types of games in their blockbuster hits. *Evolution of Games* explores ancient cultures, their games, and how they designed games using available technology and resources. Students prototype and play games as well as get hands-on experience creating their own original game.

Learning Outcomes: *Students will demonstrate proficiency with...*

- identifying common elements found in games across cultures and throughout the centuries, specifically how games reflect the social, religious, political, and economic elements of a culture;
- distinguishing similarities and differences among ancient cultures;
- constructing game boards played in ancient cultures;
- applying knowledge of game rules to ancient and modern games during game play;
- comparing and contrasting the design of games played throughout the ages.

Length of Course: Between 80 and 120 hours of coursework

Assessments Include: End of Module Multiple Choice Quizzes, Formative Assessments, Rubrics designed for Authentic Assessment of Project Based Learning Activities

Materials and Supplies:

Required:

Basic art supplies such as cardboard, scissors, markers, and tape
One 6-sided dice per 2 students
One 4-sided dice per student
One deck of cards per 2 students

Optional:

Chess: 1 game/2 students
Checkers: 1 game/2 students
Monopoly: 1 game/4 students
Risk: 1 game/6 students
Axis and Allies: 1 game/6 students
Parcheesi: 1 game/4 students
Yahtzee: 1 game/4 students
Backgammon: 1 game/2 students

Modules	Lessons	Assignments
1 Evolution of Games and You	1 Introduction to Evolution of Games 2 Favorite Games	<ul style="list-style-type: none">● Favorite Games Collage● Games Then and Now● Sharing Favorite Games
2 Mesopotamia and the Royal Game of Ur	3 The Royal Game of Ur 4 Playing the Royal Game of Ur 5 Mesopotamian Life and the Game of Ur	<ul style="list-style-type: none">● The Royal Game of Ur● Thinking about Ur● Reflecting on the Royal Game of Ur● Life in Babylon● Module 2 Quiz

3 Ancient Egypt and Senet	6 The Game of Senet 7 Playing Senet 8 Ancient Egypt and the Game of Senet 9 Checkers/Draughts	<ul style="list-style-type: none"> ● Share your Senet Prototype ● Is Senet Similar to Other Games? ● Your Thoughts about Ancient Egypt ● Becoming an Archaeologist ● Change it Up ● Module 3 Quiz
4 The Roman Empire and Nine Man Morris	10 Nine Man Morris 11 Roman Backgammon 12 The Roman Empire	<ul style="list-style-type: none"> ● Nine Man Morris ● Why No Dice? ● Senet vs. Backgammon ● Visual Timeline ● Module 4 Quiz
5 Scandinavian and Hnefatafl	13 Hnefatafl 14 Scandinavia 15 History of Dice 16 Simple Probability	<ul style="list-style-type: none"> ● Cultural Diffusion Map ● Playing Hnefatafl ● Longships ● Dice or No Dice ● Play Yahtzee ● Module 5 Quiz
6 China and the Game of Go	17 The Game of Go 18 Playing the Game of Go 19 Chinese History and Inventions	<ul style="list-style-type: none"> ● Create Go ● Thinking About the Game of Go ● China’s Top Inventions ● Module 6 Quiz
7 India and Its Influence	20 History of Chess 21 Rules of Chess 22 Play Chess 23 Parcheesi 24 India Past and Present	<ul style="list-style-type: none"> ● The Popularity of Chess ● The Moves ● Winning Moves in Chess ● Making a Parcheesi Gameboard ● The Math Connection ● Module 7 Quiz
8 European Influence	25 Tic Tac Toe 26 Medieval Europe 27 The Modern German Family Game	<ul style="list-style-type: none"> ● Mod Tic Tac Toe ● Games in Economically Depressed Times ● Middle Ages Word Art ● Play a German Board Game ● Module 8 Quiz
9 The History of Card Games	28 Card Games and the Printing Press 29 Card Decks 30 Card Games 31 Cribbage and Whist	<ul style="list-style-type: none"> ● 26 Soldiers of Lead ● Piquet and Pinochle ● Re-Designing a Game ● Playing Card Games ● Venn Diagram ● Cribbage vs. Whist ● Module 9 Quiz
10 Games in Early America	32 18 th Century Games 33 The Royal and Most Pleasant Game of Goose 34 Games in 19 th Century America 35 The American Journey 36 Games of the North American Indians	<ul style="list-style-type: none"> ● Colonial Card Games ● Making and Playing the “Game of Goose” ● Mod the Checkered Game of Life ● 19th Century Gambling ● Children’s Games ● Play a North American Indian Game ● Module 10 Quiz
11 The Evolution of War Games	37 World War II Forever Changes Gaming 38 Favorite War Board Games	<ul style="list-style-type: none"> ● Post World War II Games ● Strategy in Risk

	39 Wargames Through History	<ul style="list-style-type: none"> ● Play Risk ● Axis and Allies Game Strategy ● Play Axis and Allies ● Module 11 Quiz
12 The Rise of Modern Games	40 Monopoly 41 The Rise of Modern Game Companies	<ul style="list-style-type: none"> ● Monopoly ● Play Monopoly ● Play Dungeons and Dragons ● Module 12 Quiz
13 Games of Chance	42 Poker 43 How Casinos Take Your Money 44 Play Poker	<ul style="list-style-type: none"> ● Chance or Strategy? ● What's Expected Value? ● Module 13 Quiz
14 The Impact of Computers	45 Early Days of the Computer Game Industry 46 Computer Simulations 47 Games and Careers 48 "Mod" a Game	<ul style="list-style-type: none"> ● What's in a Game? ● The Impact of Technology ● Reflection ● Make it Your Game ● Module 14 Quiz
Final Exam – Essay Final Exam – Multiple Choice		