Dr. Shirley Simpson  
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Please use contact methods below during the summer  
Email: ssimpson7@angelo.edu

➔ Contact: Please contact “Dr. Simpson” using the Forum (I have a question…), Email (Subject “PAGames”), or BB Connect! (by Appointment)

COURSE DESCRIPTION
In this online course, students will use post-apocalyptic games (e.g., video games, board games, and role-playing games) as a vehicle to understand world-building from a sociological perspective. They will grapple with questions of social significance. For example, what happens after people survive a cataclysmic event? Where do they go? Who do they trust? How do they rebuild? How do their decisions affect their life chances and those of their progeny? While students will be asked to play video games, singleplayer and/or multiplayer, the emphasis will be on critical thinking and sociological analysis.

REQUIRED TEXTBOOK(S): NONE (will be provided or available online)

OTHER REQUIREMENT FOR SUCCESSFUL COURSE COMPLETION
- Computer with MAC or Windows Operating System
- High Speed Internet Access
- Access to a Webcam, Digital Camera or other recording device
- Access to Post-Apocalyptic Video Games

STUDENT LEARNING OUTCOMES

<table>
<thead>
<tr>
<th>Student Learning Outcome</th>
<th>Assignment(s) or activity(ies) best validating outcome achievement:</th>
</tr>
</thead>
<tbody>
<tr>
<td>By completing all course requirements, students will be able to:</td>
<td></td>
</tr>
<tr>
<td>1. Gaining factual knowledge</td>
<td>1 &amp; 2 Handouts, Videos, Articles</td>
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<tr>
<td>2. Learning fundamental principles, generalizations, or theories</td>
<td>3 &amp; 5 Activities/Exercises/Assignments</td>
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<tr>
<td>3. Learning to apply course material</td>
<td>4 &amp; 6 Cyberlectures, Discussions</td>
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<td>4. Developing skill in expressing oneself orally or in writing</td>
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<td>5. Learning how to find and use resources for answering questions or solving problems</td>
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<td>6. Learning to analyze and critically evaluate ideas, arguments, and points of view</td>
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TEACHING STRATEGIES

- Students are encouraged to stay current on the readings and turn assignments in on time. This will benefit them and others as they seek to participate meaningfully in the course.
- Students are expected to be “active learners.” It is a basic assumption of the instructor that students will be involved (beyond the materials and lectures presented in the course) discovering, processing, and applying the course information using peer-review journal articles, researching additional information and examples on the Internet, and discussing course material and experiences with their peers.
- Students are asked to seek help early if they have problems, questions, or concerns during the semester. Every student has something unique to offer to the discourse. If students don’t come to class or refuse to engage others while in class, that decreases the diversity of the dialog for everyone.

GRADING SYSTEM

Course grades will be dependent upon completing course requirements and meeting the student learning outcomes. The following grading scale is in use for this course:

- A = 100-90 points
- B = 80-89 points
- C = 70-79 points
- D = 60-69 points
- F = 0-59 points (Grades will not be rounded up)

EVALUATION AND GRADES

Want to do well? Complete all graded coursework on time and according to instructions, including:

<table>
<thead>
<tr>
<th>ASSIGNMENT</th>
<th>POINTS</th>
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<tbody>
<tr>
<td>Quizzes</td>
<td>40</td>
</tr>
<tr>
<td>Exercises/Discussions</td>
<td>40</td>
</tr>
<tr>
<td>Gaming Activities</td>
<td>20</td>
</tr>
<tr>
<td><strong>TOTAL COURSE GRADE</strong></td>
<td><strong>100</strong></td>
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ASSIGNMENT/ACTIVITY DESCRIPTIONS

**Weekly Cyberlectures** are designed to give you an opportunity to learn, engage, clarify, and grapple with the basic concepts & principles of sociology.

**Supplemental Material** (e.g., Videos/Articles/Images/Game Lists/Software links) are presented to help clarify and enrich your understanding of (post-apocalyptic) sociology and to provide more examples than we could cover in the traditional 50-minute class.

**Weekly Exercises/Discussions** are designed to make you think critically about how course concepts relate to one another, to you and to a dismal (hopefully fictional) future. What forces have shaped who you are, what you believe, and how you live? How might your perspective differ from others? How might your perspective/behavior change in a post-apocalyptic environment/situation? What kind of world does this or that game/video present? What values and behavior does that worldview applaud, justify and/or condemn? How does that worldview differ from other game worlds? How do the common themes in PA games relate to reality? For example, would there really be a shortage of resources if most of a given population is wiped out?

**Weekly Gaming Activities** are necessary if you are going to make meaningful connections between sociology and post-apocalyptic video games. It is okay if you are new to the PA genre or to video games in general. Course content will point to an array of games for beginners as well as those more familiar with gaming environments. And, seriously, if you don’t want to play or think about PA games, why would you take the class? ;)
Weekly Quizzes in this course will have 2-10 questions and serve to test your competence in the essential concepts & principles of sociology AND your ability to apply those concepts & principles to fictional (and real-world) situations.

COMMUNICATING WITH THE PROFESSOR
Dr. Simpson does not hold on-campus office hours during summer sessions but will respond to your emails and/or forum inquiries within 12-24 hours during working hours Monday through Friday. After-hour and weekend communication may take a bit longer. I encourage you to reach out to me if you have any questions, concerns, or whatnot. That said, PLEASE do not send multiple messages about the same issue. If I don’t respond to the first one right away, sending 5 more within a 24-hour period isn’t going to get a faster response.

Written communication via Blackboard: There is a discussion on the forum to ask questions.

Written communication via email: All private communication will be done exclusively through your ASU email address. Check frequently for announcements and policy changes. Please start your subject line with “PAGames” so your message does not get buried in my out-of-control university inbox. I can search by that term instead of sifting through 300-400 emails.

Other communication methods: Blackboard’s Connect! (by appointment only)

STUDENT RESPONSIBILITY & ATTENDANCE
Students are expected to login regularly, engage in course activities, and submit work by posted due dates. The goal is for students to make substantive contributions which reflect integration of assigned materials as well as any outside readings as appropriate. Scholarly contribution is an expectation. For planning purposes, this class will probably require a minimum of 2-4 hours per day during the week.

ASSIGNMENT SUBMISSION
Most assignments, especially gaming activity assignments, in this course will be submitted via the forum (which time stamps everything). Students should submit any other written assignments to Turnitin through the Assignments link in the Blackboard course site. Be sure you get a confirmation email from Turnitin afterwards. If you don’t, your upload has most likely failed. Check. Not there? Try again. If it still does not upload, try printing your document as a PDF and upload it again, contact IT support, or go to an on-campus lab for help.

If you cannot solve your technology issues, email the professor at ssimpson7@angelo.edu and attach a copy of what you were trying to submit. Be sure to tell her what how you attempted to solve the problem on your own. This lets her know you completed the assignment on time and are just having problems with the online submission feature in Blackboard. This process will document the problem and establish a timeline. Be sure to keep a backup of all work. Do NOT wait until after the deadline to send the email.

Please note that the professor can, at her discretion, reject assignments sent to her email, especially if the student submitted an assignment previously via email or has waited until the last minute to upload the assignment (i.e., later than 5 PM on the final due date). If she rejects your assignment or you send it late, you will receive a zero.
LATE WORK OR MISSING ASSIGNMENTS POLICY

Late assignments will not be accepted. We just don’t have that luxury during 4-week summer sessions.

Note: Keep in mind that missed assignments, even one for 5 points, can mean the difference between one grade and a lower one at the end of the session. It happens a LOT. Don’t ask to do extra credit to make up for required work you did not complete. Do not wait until the last days of the semester to scour the grade book for missing or incorrect grades. You should check grades as you go along. If you get a zero for an assignment you did or get a score you think is incorrect, you only have 24 hours after the grade is posted to point out the error. After that, the grade becomes permanent. This policy is to prevent point “fishing” at the end of the term when some students realize how close they were to a higher grade and are desperate to find enough points to bump them up.

PROBLEM WITH A BLACKBOARD GRADE?

Check your grades regularly. If you do not have a score within 48 hours after the deadline, receive a zero on an assignment/exercise you completed, or get a score you think is in error, please do NOT wait until the end of the semester to point it out. Send a polite email so I can check it for you. My goal is to give you the grade you earned, not an erroneous one.

GENERAL POLICIES RELATED TO THIS COURSE

All students are required to follow the policies and procedures presented in the following documents:

• Angelo State University Student Handbook located on the ASU website http://www.angelo.edu/student-handbook/
• ASU Undergraduate Catalog located on the ASU website https://www.angelo.edu/content/files/16795-201213-undergraduate-catalog

ACADEMIC HONESTY

Academic honesty is expected on all work. Students are expected to maintain complete honesty and integrity in their online experiences. Any student found guilty of any form of dishonesty in academic work is subject of disciplinary action and possible expulsion from ASU.

The Psychology & Sociology Department adheres to the academic honesty statement as set forth in the Angelo State University Student Handbook (2011-2012) http://www.angelo.edu/student-handbook/code-of-student-conduct/misconduct.php. The University "faculty expects all students to engage in all academic pursuits in a manner that is above reproach and to maintain complete honesty and integrity in the academic experience both in and out of the classroom setting and may initiate disciplinary proceedings against a student accused of any form of academic dishonesty, including but not limited to, cheating on an examination or other academic work, plagiarism, collusion, and the abuse of resource materials."

PLAGIARISM

Plagiarism at ASU is a serious topic. The Angelo State University’s Honor Code gives specific details on plagiarism and what it encompasses. Plagiarism is the action or practice of taking someone else's work, idea, etc., and passing it off as one's own. Plagiarism is literary theft.

In your gaming videos and screenshots, it is unacceptable to submit someone else’s walkthrough/image as your own. The same goes for written work. In your discussions/papers/quizzes, it is unacceptable to copy word for word without quotation marks and the source of the quotation or pass. We use the APA Style Manual of the American Psychological Association as a guide for all writing assignments. Quotes should be used sparingly. It is expected that you will summarize or paraphrase ideas giving appropriate credit to the source both in the body of your paper and the reference list. Assignments are subject to be evaluated for originality via Bb Safe Assignment, Turnitin, or other methods.
Resources to help you understand this policy better are available at the ASU Writing Center http://www.angelo.edu/dept/writing_center/academic_honesty.php.

STUDENTS WITH DISABILITIES
1. “Angelo State University is committed to the principle that no qualified individual with a disability shall, on the basis of disability, be excluded from participation in or be denied the benefits of the services, programs, or activities of the university, or be subjected to discrimination by the university, as provided by the Americans with Disabilities Act of 1990 (ADA), the Americans with Disabilities Act Amendments Act of 2008 (ADAAA), and subsequent legislation.”

2. The Office of Student Affairs is the designated campus department charged with the responsibility of reviewing and authorizing requests for reasonable accommodations based on a disability, and it is the student’s responsibility to initiate such a request by contacting the Office of Student Affairs, University Center, Room 112 at (325) 942-2047 or (325) 942-2211(TDD/FAX) or by e-mail at studentservices@angelo.edu to begin the process. The Office of Student Affairs will establish the particular documentation requirements necessary for the various types of disabilities.

Reasonable accommodations will be made for students determined to be disabled or who have documented disabilities.

INCOMPLETE GRADE POLICY (OP 10.11 Grading Procedures)
It is policy that incomplete grades be reserved for student illness or personal misfortune. Please contact faculty if you have serious illness or a personal misfortune that would keep you from completing course work. Documentation may be required.

COPYRIGHT POLICY
Students officially enrolled in this course should make only one printed copy of the given articles and/or chapters. You are expressly prohibited from distributing or reproducing any portion of course readings in printed or electronic form without written permission from the copyright holders or publishers.

SYLLABUS CHANGES
The professor is acting in good faith to give students the best educational experience and quality possible, which sometimes requires her to adapt course material after the semester begins. Thus, the faculty member reserves the right to make changes as necessary to this syllabus and the course content, including but not limited the total points available, number or length of assignments, deadlines, and so forth. This means that students should not, under any circumstances, skip assignments thinking it will be okay because there are still this or that many points remaining. Such behavior is unacceptable and may backfire.

If changes become necessary during this course, the faculty will notify students of such changes by email, course announcements and/or via a discussion board announcement. It is the student’s responsibility to look for such communications about the course daily.
Course Schedule with due dates

Week 1: Welcome to the Apocalypse

- Syllabus, Course Intro
- Cyberlecture 1
  - Definitions/Basic Sociological Concepts
  - Articles/Videos/Featured Game or Games
  - Professor’s Master Game List
- Graded Assignments: **Due by 5:00 PM, Sunday, June 9**
  - Self-Intro + Survey (10 points)
  - Gameplay Activity #1 (5 points + extra credit opportunity)
  - Quiz #1 (10 points)

Week 2: Post-Apocalyptic Games, Part 1

- Cyberlecture 2
  - More Sociological Concepts Relevant to PA Games
  - Articles/Videos/Featured Game or Games
- Graded Assignments: **Due by 5:00 PM, Sunday, June 16**
  - Assignment/Discussion (10 points)
  - Gameplay Activity #2 (5 points + EC op)
  - Quiz #2 (10 points)

Week 3: Post-Apocalyptic Games, Part 2

- Lecture/Discussion/Activities/Videos
- Cyberlecture 3
  - More Sociological Concepts Relevant to PA Games
  - Articles/Videos/Featured Game or Games
- Graded Assignments: **Due by 5:00 PM, Sunday, June 23**
  - Assignment/Discussion (10 points)
  - Gameplay Activity #3 (5 points + EC Op)
  - Quiz #3 (10 points)

Week 4: Surviving or Thriving

- Cyberlecture 4
  - Honing Our Sociological Analysis of PA Games
  - Articles/Videos/Featured Reviews
- Graded Assignments: **Due by 11:59 PM, Monday, July 1**
  - Review Assignment/Discussion (10 points)
  - Gameplay Activity #4 (5 points + EC op)
  - Quiz #4 (10 points)