COURSE DESCRIPTION
In this 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 TEXTS AND MATERIALS: NONE (Required material will be provided or will be available online)

OTHER REQUIRED MATERIALS
- 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 [and Collectorz Game Database (Trial) Software]

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>1. Gaining factual knowledge</td>
<td>1 &amp; 2 Handouts, Videos, Articles</td>
</tr>
<tr>
<td>2. Learning fundamental principles, generalizations, or theories</td>
<td>3 &amp; 5 Homework, In-Class Exercises</td>
</tr>
<tr>
<td>3. Learning to apply course material</td>
<td>4 &amp; 6 Lecture, Discussions</td>
</tr>
<tr>
<td>4. Developing skill in expressing oneself orally or in writing</td>
<td></td>
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<tr>
<td>5. Learning how to find and use resources for answering questions or solving problems</td>
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<tr>
<td>6. Learning to analyze and critically evaluate ideas, arguments, and points of view</td>
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</table>
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 = 300-270 points
B = 269-240 points
C = 239-210 points
D = 209-180 points
F = 0-179 points (Grades are not rounded up)

EVALUATION AND GRADES
Graded assignments, activities and percent of the overall course grade:

<table>
<thead>
<tr>
<th>ASSIGNMENT</th>
<th>POINTS</th>
</tr>
</thead>
<tbody>
<tr>
<td>In-Class Activities</td>
<td>82</td>
</tr>
<tr>
<td>Resource Quizzes (Online)</td>
<td>118</td>
</tr>
<tr>
<td>Writing Assignments</td>
<td>100</td>
</tr>
</tbody>
</table>

TOTAL COURSE GRADE 300

OTHER GRADE-RELATED TOPICS

EXTRA CREDIT: None. Do the work assigned and you won’t need it.

PENALTIES: Attendance/Participation is MANDATORY. Keep track of your own absences so you know how many you have. Days missed are calculated from day of enrollment, not first attendance. Watch extracurricular activities. Too many can hinder your academic success.

If you accrue 4 or more unexcused absences, you will fail the course regardless of your scores. 6 or more “excused” absences will result in a grade penalty (usually a 10% reduction, turning an A into a B or a B into a C and so on).

(“Excused” means you had a documented illness/death/ASU event/disability-related absence—NOT just a routine medical appointment, court date, faulty alarm clock/vehicle, spring fever, alien invasion, or “my grade is fine without coming to class, thanks” – we need you to participate, not just pass. Excused also means you presented documentation to the professor as soon as you could. **Excused absences that are not documented within a week of your return will be counted as unexcused.** Don’t come to me at the end of the course to explain that this or that absence was excused because...)
ASSIGNMENT/ACTIVITY DESCRIPTIONS

Lectures/Discussion/Activities are designed to give you an opportunity to learn, engage, clarify, and grapple with the basic concepts & principles of sociology.

Supplemental Material like Videos/Articles/PPTs are presented online and in class to help clarify and enrich your understanding of (post-apocalyptic) sociology and to provide more examples than we can cover in a 50-minute class.

Writing Assignments 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 works of fiction?

In-Class Activities are designed, ironically enough, to be done real-time with classmates in class. They are also used to reward active participation and attendance. Thus, there are no makeups for them unless points awarded on a single day is more than 10.

Quizzes in this course serve two functions. Resource quizzes, administered by ASU/Freshman College through Blackboard, are designed to help you understand and effectively use key university resources. Course quizzes, if there are any, 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
In most cases, Dr. Simpson will respond to your email and/or telephone messages within 24 hours during working hours Monday through Friday. Weekend messages may not be returned until Monday.

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 “GS-PAG” so your message does not get buried. I can search by that term instead of sifting through 300-400 emails.

Virtual communication: Contact hours will be via Blackboard’s Connect! (as needed) and email.

STUDENT RESPONSIBILITY & ATTENDANCE
Students are expected to engage in course activities and submit work by due dates and times. The hope is that students will 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 6-9 study hours per week on average.

Note: To ensure a high-quality learning environment, please turn off all cell phones prior to the start of class. I reserve the right to ask a student to leave class if his or her behavior is interfering with the learning process. Examples of behaviors that are disruptive include but are not limited to: • Tardiness • Chit-chat (I will not talk over you and may ask you to leave the class if you persist) • Listening to music, surfing the web, checking messages, and whatnot during class. Even if I don’t notice this behavior it is disruptive to other students. • If disruptions become untenable I will create a seating chart that helps facilitate learning for everyone.

ASSIGNMENT SUBMISSION
In this class, writing assignments not completed in class need to be submitted through the Assignments link in the Blackboard course site. This is for grading purposes. Issues with technology use arise from
time to time. If a technology issue does occur regarding an assignment submission, email the professor at shirley.simpson@angelo.edu and attach a copy of what you are trying to submit. 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. Remember though, once the problem is resolved, you MUST submit your assignment through the appropriate link in a timely manner or you will get a zero.

Please note that the professor can, at her discretion, reject assignments sent to her email, especially if the student continually submits his or her work in this way or habitually has problems with work submitted on or near the due date. If she rejects your assignment or you send it late, you will receive a zero.

LATE WORK OR MISSED ASSIGNMENTS POLICY

The course has at least two writing assignments that must be submitted online for grading by a specific date/time. For clarity, a week begins on Monday and ends on Friday. Assignment due dates are shown on the calendar/schedule and/or posted within Blackboard. Late assignments will not be accepted without PRIOR approval of faculty. Your professor reserves the right to deduct points for late assignments that are accepted past the original due date. Under no circumstance will an assignment be accepted more than a week past due. If you completed work and wait more than a week to inform the professor that a grade is missing or incorrect, the zero or incorrect grade will become the permanent grade.

Note: Keep in mind that missed assignments, even one for 5 or 10 points, can mean the difference between one grade and a lower one at the end of the semester. 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 week or two 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 a week to point it out. 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 points.

PROBLEM WITH A BLACKBOARD GRADE?

Check your grades regularly. If you do not have a score within a week of submission, receive a zero on an assignment/in-class 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 or speak to me in class 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:

- Anglo 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 Anglo 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 discussions and/or your papers, it is unacceptable to copy word for word without quotation marks and the source of the quotation. 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. Papers are subject to be evaluated for originality via Bb Safe Assignment or Turnitin. 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.

STUDENT ABSENCE FOR OBSERVANCE OF RELIGIOUS HOLY DAYS
“A student who intends to observe a religious holy day should make that intention known in writing to the instructor prior to the absence.” Please see ASU Operating Policy 10.19.

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 faculty member reserves the option to make changes as necessary to this syllabus and the course content. 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 (Aug 26 & 28): Welcome to the Apocalypse

- Syllabus, Course Intro
- Definitions/Basic Concepts/Activities
- Campus Event: Girls Night Out (Monday) or Guys Night Out (Tuesday)

Week 2-3 (Sept 2 & 4; 9 & 11): Post-Apocalyptic Games, Part 1

- Sept 2: No Class (Labor Day)
- Lecture/Discussion/Activities/Videos
- Writing Assignment #1 Due Sept 11 by 11:59PM (BB, Turnitin)

Week 4-5 (Sept 16 & 18; 23 & 25): Post-Apocalyptic Games, Part 2

- Lecture/Discussion/Activities/Videos
- Writing Assignment #2 Due Sept 25 by 11:59PM (BB, Turnitin)

Week 6-7 (Sept 30 & Oct 2; 7 & 9): Post-Apocalyptic Games, Part 3

- Lecture/Discussion/Activities/Videos
- Campus Event Assignment Due Oct 9 by 11:59PM (BB, Turnitin)

Week 8 (Oct 14 & 16): Course Wrapup (or “Wouldn’t You Like to be Prepper Too”)

- Workshop: Activities/Videos
- Final Assignment Due in class Oct 16