

G) Art/Games (cont.)

Week 12 | Class 21 - Tuesday, November 10

- Alexander Galloway. (2006). "Countergaming."

Week 12 | Class 22 - Thursday, November 12

- John Sharp. (2015). "Artgames." In *Works of Game*.
- Quiz #10

Week 13 | Class 23 - Tuesday, November 17

- Ian Bogost. (2009) "Persuasive Games: The Proceduralist Style." *Gamasutra*, January 21. [http://www.gamasutra.com/view/feature/132302/persuasive_games_the_.php]

BLOG #6 DROPPED – comment and respond to earlier posts

Week 13 | Class 24 - Thursday, November 19

- John Sharp. (2015). "Artists' Games." In *Works of Game*.
- Quiz #11

MEETINGS - Nov 19, 20, 23, 24 - SSM 120

Week 14 | Class 25 - Tuesday, November 24

- Mary Flanagan. (2009). "Artists' Locative Games." In *Critical Play: Radical Game Design*. MIT Press: pp. 189-222. [[eBook in UC Merced Library](#)]

Week 14 - Thursday, November 26

- *Thanksgiving (no class)*

H) Museums and Status

Week 15 | Class 27 - Tuesday, December 1

- Carol Duncan and Alan Wallach. (1978). "The Museum of Modern Art as Late Capitalist Ritual: An Iconographic Analysis." *Marxist Perspectives* 4 (April). [PDF]

Week 15 | Class 28 - Thursday, December 3

- Paola Antonelli. (2013). "Why I Brought Pac-Man to MoMA." TEDSalon NY2013. [https://www.ted.com/talks/paola_antonelli_why_i_brought_pacman_to_moma?language=en]
- Quiz #12

Week 16 | Class 29 - Tuesday, December 8

- Jonathan Jones. (2012). "Sorry MoMA, video games are not art." *The Guardian*, November 30. [<http://www.theguardian.com/artanddesign/jonathanjonesblog/2012/nov/30/moma-video-games-art>]
- John Maeda. (2012). "Videogames Do Belong in the Museum of Modern Art." *Wired Online*. December 4. [<http://www.wired.com/2012/12/why-videogames-do-belong-in-the-museum-of-modern-art/>]

Week 16 | Class 30 - Thursday, December 10

- last class; no reading

Final Analysis Due - Monday, December 14, 6:00pm