

English for Academic Purposes 100

The Final Boss: Defeating Social Issues in Gaming

Instructor: Kelly Donovan

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Office: 923

Office Hours: by appointment (email)

Class Time: Monday and Wednesdays

Semester: Fall 2021

- **Section 1:** 2:45pm to 4:00pm

Room: 528

- **Section 2:** 11:15am to 12:30pm

Room: 609

EAP 100 Gaming Hours: Mondays 12:35 to 2:30 in room 415 (next to IT)

Welcome to Aequitaria!

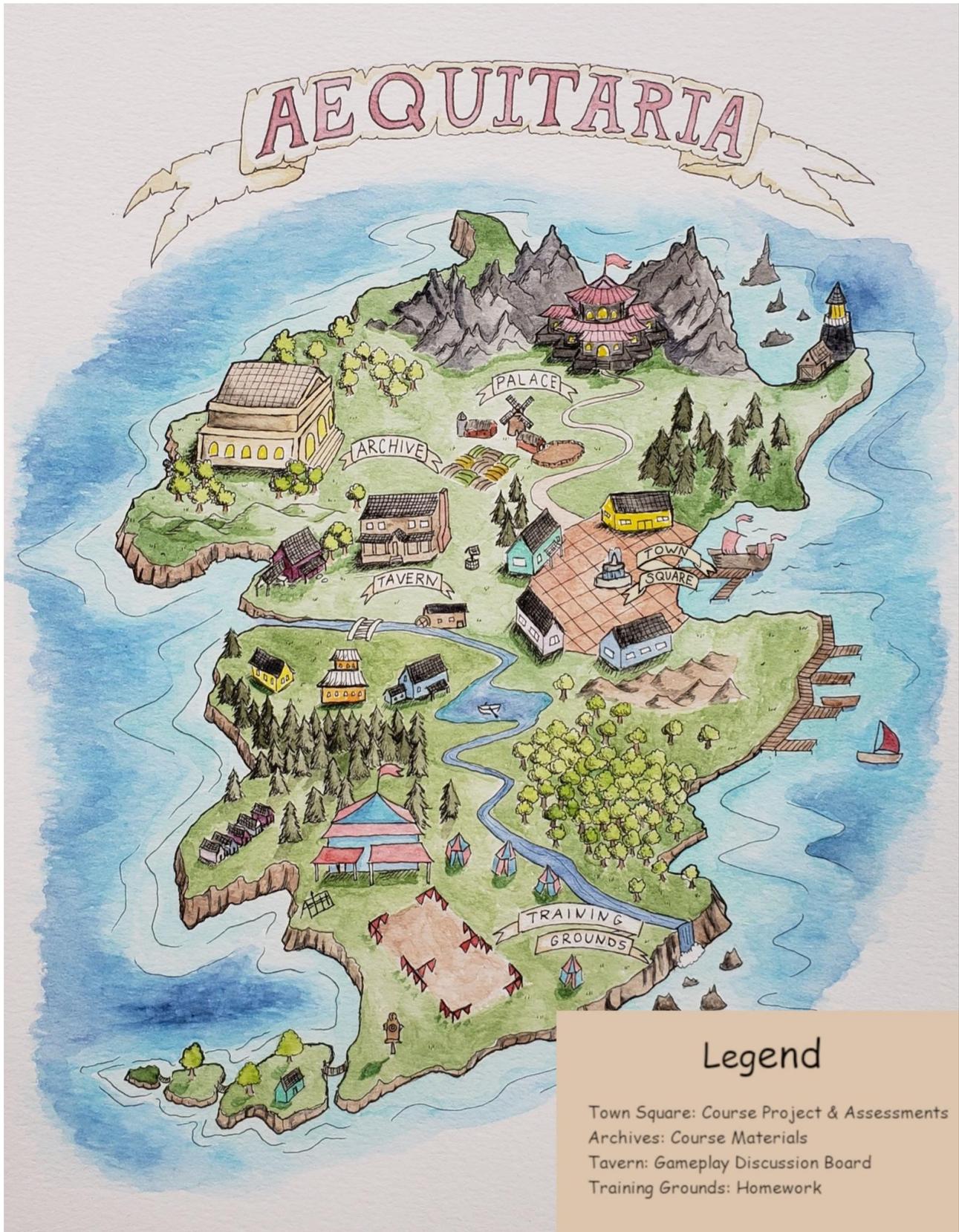
*Greetings, Adventurer! You have entered a realm where a monarch reigns over the people of Aequitaria. The people of Aequitaria frequently gather together to take part in rituals, performances, and storytelling that follow strange rules and guidelines. They call these gatherings: **games**! However, playing these **games** isn't always fun for everyone in the realm. There are many social issues within these **games** that the citizens of Aequitaria would like to see solved-- but the monarch is lazy and unreliable. Some citizens have decided to boycott these **games** and many fear that the traditions and customs of Aequitaria will not be passed onto future generations. The monarch has passed a proclamation in an attempt to appease the citizens:*

Citizens of Aequitaria-- Do not despair! I will find brave adventurers to delegate the task of solving your grievances. The adventurers will meet you in the town square to hear your complaints and accept the quests you provide.

Signed-- His Imperial Majesty the Great Benjamimus Carignanus

*Thank goodness you arrived just in time to save us, brave Adventurer! You must complete **8 quests** assigned by citizens of Aequitaria and defeat **4 bosses** to save the citizens and improve their **games** for future generations. Here take this map of Aequitaria to help orient yourself. Before you can accept a quest you must go to the training grounds and meet your fellow adventurers. Go quickly now. The future of Aequitaria is in your hands!*

Map of Aequitaria (NYU LMS (Brightspace))



Course Calendar and Materials

Weekly Themes

What are games?

Race and Ethnicity

Gender

Sexuality and Love

Religion

Boss 1: Midterm Listening Exam

Boss 2: Midterm Presentation on Game Analysis

Topic of Choice

Environmentalism

Economies

War, Propaganda and Politics

Future of Gaming

Boss 3: Final Listening Exam

Final Boss: Group Project Presentation

Quests

Quest 1:
Observation of Analog Game

Quest 2:
Participation in Analog Game

Quest 3:
Observation of Digital Game

Quest 4:
Participation in Digital Game

Quest 5:
Team up and Theme Up

Quest 6:
Research and Exploration

Quest 7:
Design a Game

Quest 8:
Pilot and Edit

Course Overview and Learning Outcomes

The freshman English for Academic Purposes (EAP) course is designed to help you develop the high-level language, communication, and critical thinking skills you need to be successful in an English-speaking university. While the primary emphasis is on speaking and listening, you will also practice reading and writing. The courses are designed to help you acquire skills that can be transferred to your future professional and personal lives, and to help you cultivate an interest in issues that cross disciplines, an important part of a well-rounded, liberal arts education. This course will be a discussion-based seminar. As such, you will be required to read and prepare for class in advance—with the intention to actively listen and participate in group and class discussions. You should be prepared to think critically about the topics by applying, critiquing, analyzing, and synthesizing information. In addition, you will be conducting a project outside of class that is designed to foster engagement with the larger Shanghai community.

Upon Completion of this Course, students will be able to:

- A. Prepare and deliver short presentations with coherence, grammatical accuracy, and critical thinking. Presentations should include a demonstrated ability to deploy both a range of general academic vocabulary and a basic conceptual vocabulary related to social issues and gaming at a threshold level.
- B. Select relevant information from both primary and secondary sources, including recorded lectures, talks, or other multimedia related to social issues and gaming.
- C. Summarize, paraphrase, and quote from a variety of sources (e.g., primary and secondary, recorded lectures, readings, and/or other multimedia). This includes the ability at a threshold level to effectively and properly refer to sources in oral presentations.
- D. Synthesize relevant information (e.g. that mentioned in (b) and (c)). Utilize this information to support and develop own ideas and reflections.
- E. Regularly interact with group members effectively and respectfully in a variety of class activities, including but not limited to discussions and question/answer sessions after presentations.

Course Grade Calculation

Grade Breakdown

Assignments	% of Final Grade
Boss 1: Midterm Listening Exam	15
Boss 2: Midterm Presentation	15
Boss 3: Final Listening Exam	25
Final Boss: Group Project Presentation	25
Participation <ul style="list-style-type: none"> • Quests 1-8 = 10% • Gameplay Discussion Board Posts - 5% • All other assignments and self-assessment- 5% 	20

Grade Cut-Offs:

A	100 – 92.5%	C	77.49 – 72.5%
A-	92.49 – 90%	C-	72.49 – 70%
B+	89.99 – 87.5%	D+	69.99 – 67.5%
B	87.49 – 82.5%	D	67.49 – 60%
B-	82.49 – 80%	F	59.99% and under
C+	79.99 – 77.5%		

Grade Updates and 1-On-1 Conferences:

You will have a scheduled 1-on-1 conference with the instructor after defeating Boss 2. At this time, the instructor will give you an update on your progress in the course. Additionally, your grade will be visible in the NYU LMS (Brightspace) gradebook.

Assignment Descriptions

Bosses

Boss 1 and Boss 3: Midterm and Final Listening Exam

During this course you will have two listening exams. The midterm is 15% of the total course grade and the final exam is 25% of the total course grade. The exams will consist of one approximately 20-minute, video-based lecture to watch during class time. You will apply various listening and note-taking strategies to help you answer the questions. Question types will include listing, true-false, short answer, and paragraph synthesis writing. Descriptions of Boss 1 and 3 can be found in our NYU LMS (Brightspace) in the Town Square of Aequitaria.

Boss 2: Individual Midterm Presentation (3-4 minutes)

15% of the total course grade will come from how well the adventurer fares against Boss 2 (performance during the midterm presentation). An assignment Description of Boss 2 can be found in our NYU LMS (Brightspace) in the Town Square of Aequitaria.

Final Boss: Group Project Presentation (4-5 minutes per person)

25% of the total course grade will come from how well the adventurer fares against the Final Boss (individual performance during the final group presentation). An assignment Description of the Final Boss can be found in our NYU LMS (Brightspace) in the Town Square of Aequitaria.

Participation

Preparedness and Activeness in Class

Adventurers must come prepared to play. This includes bringing and supplies (paper, pencils, laptops, etc.) necessary and being prepared to discuss the weekly theme or any ungraded homework assignments. You will track your own participation in a self-assessment document that gains your Adventurer experience points. Your self-assessment will be crucial during 1-on-1 meetings with the instructor regarding your performance in the class. In addition, you should be prepared to allot a minimum of **2 hours to game play outside of class each week**.

Homework Assignments and Quizzes

Homework Assignments and Quizzes can be found in NYU LMS (Brightspace) in the Training Grounds of Aequitaria. Your course assignments will count towards 5% of your course participation grade. Assignments and quizzes might include:

- Videos to watch and take notes on
- Articles to read and take notes on
- Reading or listening comprehension and vocabulary quizzes
- Other assignments as indicated in the Training Grounds

Gameplay Discussion Board

Gameplay Discussion Boards can be found in our NYU LMS (Brightspace) in the Tavern of Aequitaria. You must complete **4 out of the 8 discussion board prompts** during the semester. Each discussion board will open and close at the assigned week on the calendar with the

corresponding theme. Go to the Tavern in Aequitaria to read the prompts. The Gameplay Discussion board posts count as 5% of your total participation grade.

Quests 1-8

You will be working on a course long experiential learning project. The first half of the semester your work will be individual and help prepare you for the midterm presentation (Boss 2). The second half of the semester will be group work and help prepare you for the final presentation (The Final Boss). Descriptions of the Quests can be found in our NYU LMS (Brightspace) in the Town Square of Aequitaria. Quests 1-8 count as 10% of your total participation grade.

Course Materials

Course Calendar

Please see the [training schedule](#) in the Training Grounds of Aequitaria (NYU LMS (Brightspace)) for weekly themes, class meetings, Boss Event dates, and weekly video and reading assignments.

Electronic Reserves

Students can access course readings using their NYU credentials for courses they currently enrolled in at <https://ares.library.nyu.edu/>.

Games, Apps, and Software

To play “The Final Boss: Defeating Social Issues in Gaming” you will need access to the following games, applications, and/or software:

- NYU Email, google drive, LMS (Brightspace), and google chat
- Flipgrid
- Padlet
- Quizlet

There will be tasks that require you to either play or observe games. You are **not** required to purchase any new games for this class. However, you are encouraged to meet new people in the Shanghai community and play games with them. You may also wish to download various free games and demos on the Google Play store, Apple app store, or Steam. If you have a console (Xbox, Playstation, Switch, etc.) please consider inviting other adventurers to join you in play. The instructor will make available her Nintendo Switch and various board games at her office (by appointment) and during EAP 100 Gaming Hours. There are several [gaming groups](#) in the community where you may also play or observe-- See the Scribe in the Archives of Aequitaria to sign-up.

Course Policies

Temperature Control in the Classroom

Please do not touch the thermostat in the classroom. Classrooms in the United States are much colder than in China. The temperature is kept low because the instructor is moving around and trying to make the class as exciting for you as possible. Your instructor is American, and she will likely keep the room colder than you would prefer. **It is highly recommended that you bring a sweater or jacket to class if you're easily cold.**

Late Assignments

Assignments are due **at the date and time indicated in NYU LMS (Brightspace)**. The late penalty for homework is one third of a letter grade per day (an A becomes an A-, etc.). There will be no excuse for late Quest or Boss Completions unless prior permission is granted from the instructor or the student has reasonable accommodation based on a qualified disability registered with the [Moses Center for Student Accessibility](#).

Attendance and Tardiness

You are expected to attend *all* scheduled classes. If you are unable to attend a class, notify me *before* that class. The instructor will notify you via email each time you are marked as absent or tardy to class and remind you of course policy. You are expected to contact the instructor and make up all the work for missed classes. Grading of the late assignments will follow the criteria above.

Absences and Grades when student demonstrates poor communication and lack of make-up work:

- 2 absences will lead to a 0 for your participation grade
- 3 absences will lead to a 20% reduction in your final grade.
- 4 absences will lead to failure of the course.

Absence Exceptions

Observance of Religious Holidays: You may miss class for the observance of religious holidays. If you anticipate being absent because of religious observance, notify me in advance so we can create a plan for making up missed work. For more on this policy:

<https://www.nyu.edu/about/policies-guidelines-compliance/policies-and-guidelines/university-calendar-policy-on-religious-holidays.html>

Competitions, Conferences, Presentations: You are permitted to be absent from classes to participate in competitions, conferences, and presentations, either at home or out of town, as approved by the Associate Provost for Academic Affairs. Review the Undergraduate Bulletin for the conditions you must meet to obtain approval for this kind of absence.

Extended Illness: If you are ill and need to miss more than one week of classes, you must speak to the Health & Wellness Office. Once Health and Wellness verifies the reasons for your extended absence, I will consult with Academic Affairs and recommend the best course of action. I will not look at doctors' notes, both for your health privacy reasons and because I cannot verify the authenticity or content of the notes.

Tardiness

Punctual arrival is mandatory for this class. Be on time. Please do not leave in the middle of class unless it is an emergency. Tardiness of more than 10 minutes will count as an absence. Habitual tardiness of less than 10 minutes will count as an unexcused absence.

Public Health Requirements and COVID-19 Student Code of Conduct

You are expected to comply with the COVID-19 Student Code of Conduct. If you violate the COVID-19 Student Code of Conduct or fail to follow your instructor's related warnings, you may be asked to leave the classroom and/or may be subject to disciplinary action. You may review the Code on [NYU Shanghai's Community Standards page](#).

Electronic Devices

Mobile Devices: You may not use mobile devices in class unless otherwise indicated.

Recording Class: To ensure the free and open discussion of ideas, you may not record classroom lectures, discussion and/or activities without my advance written permission; any such recording can be used solely for your own private use. If you have approved accommodations from the Office of Disability Resources permitting the recording of class meetings, you must present the accommodation letter to me in advance of any recording. Distribution or sale of class recordings is prohibited without the written permission of the instructor and other students who are recorded.

Instructional Technology

Email Communication: I will contact you regularly via the NYU LMS (Brightspace). You should check for emails from me (reminders, logistics, updates, etc.) at the email address connected to NYU LMS (Brightspace). Please note that I will try to respond to your emails within 24 hours. Do not expect immediate responses to emails sent late at night or on the

weekends. Do not send multiple emails regarding the same topic within a 48 hour period. All emails to the instructor should include:

- A subject line with brief summary of email contents
- A signature at the end of the email which includes:
 - Your English and Chinese Name (in pinyin)
 - Your Section Number
 - Your NetID

Assignment Notification: All assignments will be posted to our class NYU LMS (Brightspace) Site. You are responsible for looking at NYU LMS (Brightspace) after each class period to learn about the next homework assignment.

Instructional Technology Tools and Assistance: If you need background on specific instructional technology tools, such as Zoom, NYU LMS (Brightspace) and Voicethread, check the [RITS Student Toolkit](#). You may also email shanghai.rits@nyu.edu for assistance.

Academic Honesty/Plagiarism

Carefully read NYU Shanghai's *Statement on Academic Integrity* (in the [Undergraduate Bulletin](#)). Breaches of academic integrity could result in failure of an assignment, failure of the course, or other sanctions, as determined by the Academic Affairs office.

Disability Disclosure Statement

NYU Shanghai is committed to providing equal educational opportunity and participation for students with disabilities. It is NYU Shanghai's policy that no student with a qualified disability be excluded from participating in any NYU Shanghai program or activity, denied the benefits of any NYU Shanghai program or activity, or otherwise subjected to discrimination with regard to any NYU Shanghai program or activity. Any student who needs a reasonable accommodation based on a qualified disability should register with the [Moses Center for Student Accessibility](#) for assistance. Students can [register online](#) through the Moses Center and can contact the Academic Accommodations Team at shanghai.academicaccommodations@nyu.edu with questions or for assistance.

Title IX Statement

Title IX of the Education Amendments of 1972 (Title IX) prohibits discrimination on the basis of sex in educational programs. It protects victims of sexual or gender-based bullying and harassment and survivors of gender-based violence. Protection from the discrimination on the basis of sex includes protection from being retaliated against for filing a complaint of discrimination or harassment. NYU Shanghai is committed to complying with Title IX and enforcing University policies prohibiting discrimination on the basis of sex. Mary Signor, Executive Director of the Office of Equal Opportunity, serves as the University's Title IX

Coordinator. The Title IX Coordinator is a resource for any questions or concerns about sex discrimination, sexual harassment, sexual violence, or sexual misconduct and is available to discuss your rights and judicial options. University policies define prohibited conduct, provide informal and formal procedures for filing a complaint and a prompt and equitable resolution of complaints.

Links to the Title IX Policy and related documents:

- [Sexual Misconduct, Relationship Violence, and Stalking Policy](#)
- [Procedures for Complaints Against Students](#)
- [Procedures for Complaints Against Employees](#)
- [Resource Guide for Students](#)
- [Resource Guide for Employees](#)

Academic Resources

ARC Services

The Academic Resource Center (ARC) offers both individual, one-on-one tutoring as well as group sessions in a variety of ways, in a variety of courses. You can log on to [WOnline](#) to book an appointment with a Global Writing & Speaking Fellow or a Learning Assistant (LA). The Global Writing & Speaking Fellows conduct individual consultations on writing, speaking, reading, and academic skills coaching. LAs provide both individual and small-group tutoring support in over 30 STEM, Business, Economics, IMA/IMB, and Chinese Language classes. Visit shanghai.nyu.edu/arc for more information about ARC services.

Library Services

The Library is available to support your research needs. They have access to over 27,000 print resources, 2,000 DVDs, and 1,000 databases (including over a million e-books, as well as streaming audio and video and image databases).

Librarians with expertise in your research topic are available to meet either *in person* or *online by appointment* or *by email* to help you navigate the research process. Our library team features experts in Business, Arts & Humanities, STEM, Social Sciences & Economics, and data tools & resources. Ask us how we can assist you in developing a research question and formulating a research strategy, to selecting databases, requesting materials, and citing your sources. Visit shanghai.nyu.edu/library for more information on:

- 24/7 access to e-books, e-journals, streaming media, and databases
- Booking one-on-one consultations for research help
- [Asking the Library](#) questions via chat or email

Interlibrary Loan Service

For materials not available to you immediately, you can request scanned copies of a book chapter or journal article through our [Interlibrary Loan \(ILL\) service](#). If you don't know which chapter you need, you can request a Table of Content through ILL.