

Queens College
QNS 101 Queens Community
Gaming a System – Psychogeography and Me @QC
I-Building Rm #201

Spring 2020
Friday 2:00pm-5:00pm

Instructor: Matt Greco
Office: Klapper Hall Rm #108
Hours: Friday 9:00am-10:00am
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Course Website: <http://www.professorgreco.com/>

Course Description:

In 1955 Marxist theorist Guy Debord coined the term *psychogeography* in an attempt to describe a new way in which we could experience our environment. He suggested that if we explore in new and unintended ways, we would discover a deeper level of meaning in the world around us and our place in it. All of you in this course are new to Queens College and have much to discover about Queens College, our diverse borough of Queens, and your place in it. In this course, you will learn what both of those places have to offer while discovering a great deal about yourself in the process. Through cellphone app game development, group discussion, and team projects and presentations – viewed through the lens of your own cultural identity - you will discover the rich history, academic resources, and cultural treasures that are available to you.

Course Objectives:

At the close of this course the successful student will have explored Queens College and the surrounding community of Queens, and have a comprehensive understanding of the services available to students of Queens College. They will gather data on each of our destinations and present those findings in the form of essays and presentations. Students will learn the rudiments of designing cellphone games, which will lead to teams designing their own game apps to facilitate their psychogeographic exploration of campus. The successful student will use their identity and personal experiences as a lens to view Queens College and communicate that perspective through writing, images, design, videos, and presentations. Students will work in teams and learn the importance of communication, collaboration, and commitment.

Course Requirements:

Students will be expected to complete all assignments on time and to the best of their ability. Students are expected to participate in each class. Students are expected to attend every class but life does happen so you get 3 absences, after that your participation in class will fall to a level that will affect your grade. Be on time please; for every 3 times you are late it will equal an absence.

Course Website:

Please check our course website every week for updates to the syllabus or schedule, links to information and resources, and a student gallery page where we will showcase your work throughout the semester.

Original Creative Work:

All work for this course should be original, created during the semester, and be made entirely by the student. Any material (written, spoken, video, or still images) taken from a different source must be cited properly. All written work will be typed, double-spaced, spell-checked, cited, and reviewed by the Writing Center. Plagiarism of any kind will not be tolerated.

Grades:

Completed Cell Phone App Game – 20%
Projects & Writing Assignments - 40%
Class Participation – 20%
Final Multimedia Presentations - 20%

Projects:

- 0- *Game App*
- 1- *Through Our Eyes*
- 2- *Round Table Discussion*
- 3- *Aloud & Proud*
- 4- *Dream job*
- 5- *Family Drama*
- X- *Demanding Respect*

Equipment:

Please bring all equipment with you to class every day. Check all equipment to ensure good operation, especially jump drives and portable hard drives. Lost files, corrupted disks, etc. are not acceptable excuses for missed assignments. **BACK UP EVERYTHING OFTEN.**

Schedule (subject to change):

Week 1: 1.31 – 1201

Location: Classroom

- Introductions, course outline, syllabus review, required equipment, recommended reading.
- Psychogeographic stroll through campus

Week 2: 2.7 – I201

Project: Project 1 – *Through Our Eyes*

Location: **Godwin-Ternbach Museum (GTM)** (Klapper Hall)

- Visit *Arte Cubano* exhibition
- Create composite still image inspired/influenced by work seen in exhibition

Week 3: 2.14 – I201

Location: Classroom

- Pick Teams for Project 0
- Define game goal/guidelines
- Game design software

Week 4: 2.21 – I201

Project: Project 0 – Game App

Location: Classroom

- Working on game app
- Also: Must attend one Center for Ethnic, Racial, and Religious Understanding (**CERRU**) event by 3.13 for Project 3

Week 5: 2.28 - I201

Project: Project 0 – Game App

Location: **Makerspace** (Rosenthal Library 101)

- Completing game app

Week 6: 3.6 – I201

Project: Project 2 – Round Table Discussion

Location: **Gino's Pizza** (6501 Kissena Blvd)

- Dinner Discussion of Student Concerns/Issues & Next Steps

Week 7: 3.13 – I201

Project: Project 3 & Midterm

Location: Classroom

- Team presentations of progress so far
- Individual presentation of 1 page paper read aloud on **CERRU** event attended

Week 8: 3.20 - I201

Project: Project 4 – Dream Job

Location: **New York Hall of Science (NYSCI)** (47-01 111th St)

- Create a dream job based on visit to NYSCI – write draft of your dream job posting, write draft of interview questions to interview peers

Week 9: 3.27 – I201

Project: Project 4 – Dream Job

Location: **Academic Advising** (Kiely 217), **Center for Career Engagement & Internships** (Frese 213)

- Final job description and interview questions

Week 10: 4.3 – I201

Project: Project 5 – Family Drama

Performance: Titus Andronicus

Location: **Goldstein Theater**

- Create 20sec video based on personal family drama inspired by play; create original dialogue, sets, costumes, storyboards

Week 11: 4.10 – I201

Spring Recess

- Production of video

Week 12: 4.18 – I201

Project: Project 5 – Family Drama

Location: Classroom

- Presentation of 20sec video on family drama

Week 13: 4.24– I201

Project: Project X – Demanding Respect

Location: **Title IX Office** (Kiely 147)

- Draft essay on personal experience with prejudice and/or sexual violence

Week 14: 5.1– I201

Project: Project X – Demanding Respect

Location: **QC Learning Commons - Writing Center** (Kiely 229)

- Final essay on prejudice and/or sexual violence

Week 15: 5.8 – I201

Project: All

Location: Classroom

- Final Preparations for Team Presentations

Week 16: 5.15 – I201

LAST DAY OF CLASS – Final Team Presentations, Final game play