

## SPIR516: POLITICAL GAMING & SIMULATIONS

You will find full details of the module, including reading lists, in the module handbook, which is on Blackboard.

### TIMETABLE

Lecture: Monday 16.00pm–17.00am RS152  
Seminar: Monday 17.00pm–19.00pm RS152

13<sup>th</sup> January: Introduction to module (*Monopoly*).  
20<sup>th</sup> January: Politics as a game (*Class Struggle; Election*).  
27<sup>th</sup> January: Art as a game (*The Game of War*).  
3<sup>rd</sup> February: Game theory and gaming (*Co-opoly; Origins of World War II*).  
10<sup>th</sup> February: Cultural theorists and gaming (*Red Guard!; Comrade Koba*).  
17<sup>th</sup> February: Military gaming (*Decline & Fall; Commands & Colors*).  
24<sup>th</sup> February: *Simulections* role-playing exercise.  
3<sup>rd</sup> March: Fabian Tompsett on games design (*Auf RUHR!*).  
10<sup>th</sup> March: James Moulding and Kateryna Onyililogwu on making a Prototype Political Simulation (*Imperialism in Space*).  
17<sup>th</sup> March: Game design principles, tutorials and play-testing.  
24<sup>th</sup> March: Game design principles, tutorials and play-testing.  
31<sup>st</sup> March: Final assessment of Prototype Political Simulations.  
3<sup>rd</sup> April: Reflective Practice Analysis & Prototype paper deadline.

### MODULE WEBSITE

2014 Political Simulations & Gaming module,  
<[http://en.wikiversity.org/wiki/SPIR608\\_Political\\_Simulation\\_and\\_Gaming/2014](http://en.wikiversity.org/wiki/SPIR608_Political_Simulation_and_Gaming/2014)>

### COURSE TEXTS

Salen, K. & Zimmerman, E. (eds), *The Game Design Reader: a Rules of Play anthology*, MIT Press, Boston Mass 2006.

Selinker, M. (ed.), *The Kobold Guide to Board Game Design*, Open Design, Kirkland 2011.

## **MODULE ASSESSMENT**

Full assessment information for the module can be found online on Blackboard, as can the regulations to do with late submission of coursework and plagiarism.

Reflective Practice Analysis: 40% of final marks.

Prototype Political Simulation: 60% of final marks.

## **COURSEWORK SUBMISSION**

You must submit your Reflective Practice Analysis and the background paper for the Prototype Political Simulation by 11.59pm on Thursday 3<sup>rd</sup> April 2014. You may only submit coursework on this module via Blackboard. See handbook for how to do this.

## **COURSEWORK FEEDBACK**

I mark your essay on Blackboard. I can discuss your coursework, and the marks you've been awarded, with you individually at an agreed time.

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