

be accessible and ADA compliant. The instructor(s) will provide a variety of game-related options and assignments so that every student can equitably participate.

5. Student Support: Describe any student support services one might want or need to integrate into the online classroom for this course (e.g. links to counseling, financial aid, bookstore, library, etc.)

The online class will include links to student support services such as tutoring services, library resources, and the Student Services Center.

6. Accessibility: Describe how the design of the course will ensure access for students with disabilities including compliance with the regulations of Section 508 of the Rehabilitation Act.

All course materials will be accessible and ADA compliant. For example, lectures could be created in PowerPoint will be compliant with Section 508 of the Rehabilitation Act, including having full captioning. All video and gaming content will also be accessible. The instructor(s) will provide a variety of game-related options so that every student can equitably participate.

7. Online Strategies: Using one of the course objectives, describe an online lesson/activity that might be used in the course to facilitate student learning of that objective. Be sure the sample lesson/activity includes reference to the use of online teaching tools (such as drop box or threaded discussion, or multimedia such as Articulate, Flash, Jing, etc.).

Objective: Analyze and evaluate games as part of our culture. Lesson: Narrative and aesthetic analysis of video games. -Lecture on narrative and aesthetics -Threaded discussion 2:Case study of BioShock (directors' commentary video embedded). What is unique about the narrative of BioShock? Why do people consider this to be one of the best game narratives of all time? -Threaded discussion 2: Case study of Red Dead Redemption (video gameplay footage and read article, "Redemption Songs"). How would you describe the visual aesthetics of R.D.R.? Compare and contrast making soundtracks for film and video games. - Assignment: Applying the reading material, select a video game and evaluate it's narrative and aesthetics in 500 words (from free-to-play options, or of your choice from your personal collection).