Objective:
A major component of this course will be in-class gameplay. This activity is intended to promote student's understanding of the performative and emergent aspects of games in addition to more formal qualities that can be derived from their rules. We do this in class so that we can build on a base of shared experience.

To make the most of these sessions, we need students who are prepared to play and can help others quickly to join in. This is the task of the gameplay leader. Each student will take a turn as gameplay leader throughout the quarter. Four duties are entailed:

- Practice playing the game outside of class with the other gameplay leaders. I will establish a email group through Course On-Line for each set of gameplay leaders to assist in your coordination. The gameplay leaders will be required to submit to me a dated sign-in sheet, testifying to the attendance at the practice session.
- Assist the other students in your group in our in-class gameplay session. There will be four students in each group, and you will be their primary resource for understanding how the game is played.
- Contribute discussion questions the day before the discussion session.
- and help lead the discussion in the class session following our gameplay session.

You must be present at the leaders' session, at the in-class gameplay session, and at the following discussion in order to receive credit for this component of the course.

What to do:
- Sign up for your leader slot as soon as possible. Most of you have done this already. If you do not sign up, I will assign you a game at my own discretion.
- The week before each gameplay session, I will notify all of the leaders for that game of their upcoming responsibilities and assign an individual to maintain the sign-in sheet. I will distribute the relevant details regarding the exact rules and materials to be used on the gameplay day.
- In the time before the gameplay session, you will need to coordinate with the other gameplay leaders and find a time at which you all can meet. All of the necessary materials can be found at the CTI Computer Game Lab (CS&T 920) and there are tables outside on which to play.
- On the gameplay day, I will collect the sign-in sheet, and the leaders will work with their groups to play the game.
- Each gameplay day will be followed by a class in which we discuss the game. We want to understand the game's formal structure, its qualities of play, and its cultural significance. To this end, each gameplay leader will contribute three discussion questions in writing on Course On-Line.

What to turn in:
- The discussion questions must be submitted to Course On-Line by 5 pm on the day before the discussion class.