

INTRODUCTION

Why do people play games? Why do we associate activities which are all about strict rules and limits with democratic ideals of “freedom” and fairness? Why has “gamification” – the concept of applying game-design thinking to non-game applications ranging from household chores to classroom learning – undergone an 80-fold increase in Google search frequency since 2011?

In this course, you will have an opportunity to explore some of the most influential ideas and exciting developments of the 20th and 21st centuries related to games of all kinds, from board games to video games to sporting contests and everything in between. In the process, you will develop considerable insight into the nature of games both as important cultural phenomenon and burgeoning economic industry.

You may or may not be a gamer or game designer, but you will almost certainly some day have to decide how to transform something “ordinary” — a product, an idea, a task — into an extraordinary, play-worthy *experience*. This course will help you make those “gamification” decisions wisely. It will also help you understand more about how your own relationship to play, and to work, is intertwined with how you identify yourself (and

with others) in terms of culture, nationality, gender, class, and more.

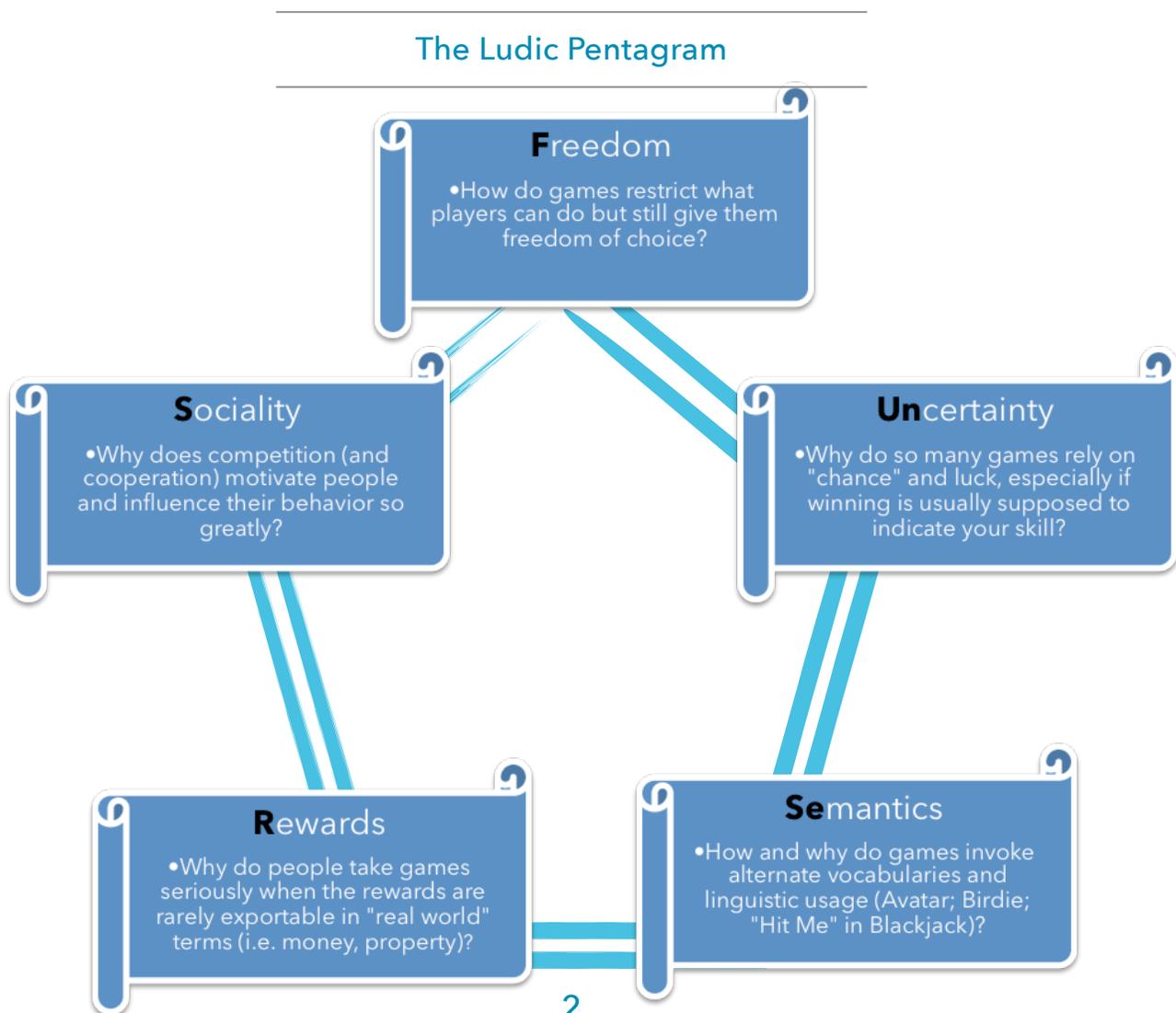
To realize these objectives and begin to answer these big questions, you must take responsibility for your own learning and participate as an active learner. The best way to learn about games is not just to read about them, but also to play and make them, and you will have many opportunities to do both. This course is not only about games and gamification; it is designed *as* a game — The Game, in fact — and, just by opening this manual, you have already become a Player. This immersive, “gamified” experience will not only encourage you to be constantly thinking about how and why



games work, but will give the course a momentum and a pleasure all its own.

In The Game, you will join a guild, complete quests, battle monsters, and create and design your very own game. Each of these activities will help you practice and develop your critical thinking and problem-solving skills, and help the Gamemaster (or GM, a.k.a. the Professor) evaluate your learning and provide precise, timely feedback. During the first few class meetings, the GM will explain how to complete all of these activities; you should, however, read this manual carefully before the first session begins, since it contains all of the most important information about The Game. You are also strongly encouraged to visit The Game's online interface on Canvas (<http://canvas.uoregon.edu>).

You will unlock the secrets of The Ludic Pentagon, a centuries-old puzzle: How can games be both fun and serious at the same time? This crude diagram is one you will return to throughout The Game, and will make more sense as your skills and knowledge increase.



ULTIMATE ACHIEVEMENTS

The object of The Game is to earn all 5 **Ultimate Achievements**. These are tied to what, in the real world, are often called Learning Objectives or Outcomes: they describe what you will, by the end of the course, have learned and/or be able to do.

To earn an Ultimate Achievement, you must successfully complete the quests and activities associated with it. See page 10 for a detailed breakdown of each Achievement's quests.



The Loremaster achievement attests to your ability to recognize and apply technical vocabulary terms to describe, classify, and analyze every kind of game; and, furthermore, to identify and explain key events, ideas, and figures that have influenced the study and design of 20/21 century games.



The Game Crafter achievement reflects the basic research, design and programming skills you've gained in the process of designing your own game.



The Team Player achievement means you've learned not only how to work effectively in groups, but how to make groups work effectively for you, as a sum greater than their individual parts.



The Adventurer achievement means you've become more willing to take risks, better able to accept (and even enjoy!) failure, and gained confidence in your ability to successfully engage with unfamiliar ideas and technologies.



The Farseer achievement means you can connect the concerns of "virtual" worlds to ongoing debates in contemporary political and cultural life. It also reflects your having come to see yourself as a responsible, critical consumer of popular culture, and capable of helping others to be likewise.

GETTING STARTED

Before you can begin playing The Game, you'll need to ensure you meet the following system requirements:



Computer with Internet Access

- ◆ An official UO e-mail address
- ◆ Canvas log-in ability
(<http://canvas.uoregon.edu>)



Spellbook* (Textbook)

- ◆ Purchase from Duck Store
- ◆ 1 copy on reserve at Knight Library



iClicker*

- ◆ Purchase from Duck Store or another student
- ◆ iClicker 2 or 1 OK



Hearthstone Account*

- ◆ Can use computer, tablet, or smartphone
- ◆ Requires free account creation
- ◆ Wifi connection strongly recommended

* These items will be discussed in detail during the first few in-class meetings

SCORING

You begin The Game as a Level One character. Level Twelve is the highest level you can achieve.

To Level Up, you must gain experience points (XP), which you earn by completing quests, defeating monsters, and winning contests.

Rank	Level	XP	Final Letter Grade
Sage	12	1860*	A+
Expert	11	1800	A
Adept	10	1740	A-
Veteran	9	1660	B+
Specialist	8	1600	B
Disciple	7	1540	B-
Acolyte	6	1460	C+
Initiate	5	1400	C
Novice	4	1340	C-
Neophyte	3	1260	D+
Tenderfoot	2	1200	D
Fledgling	1	0	F

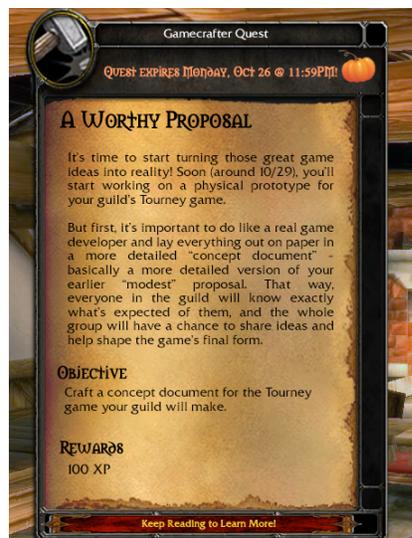
* As in most games, winning isn't the same as getting a perfect score; in fact, perfect scores are almost impossible, requiring hundreds of hours of dedicated effort, and not a little luck!

HOW TO EARN XP

Quests

The Game is composed of quests of many different kinds, all of which help you work towards gaining the Ultimate Achievements. There are quests worth just a few XP, and some worth hundreds; some you complete on your own, some with your guildmates (see p.13). Some quests might ask you to explore a new area and craft a journal entry reporting your findings; others might have you develop an in-class activity for the rest of the players; one in particular, the Mid-Winter Tourney, will require you to develop your own game. Some quests are required, some optional, and still others can be completed in different ways; it's up to you to choose which quests to complete, and how.

While completing any quest will earn you XP, to earn the maximum possible XP for a quest you must satisfy all of the quest's conditions. Each quest will be accompanied by an XP breakdown like the one below, which will list all of the requisite conditions.



The Worthy Proposal is worth a maximum of 100 XP. Your score and badge (bronze, silver, or gold) will be determined by the number of tasks you complete in each area below.

I. Proposal Content (8 tasks, 50 XP)

- Proposal's core statement is compelling and informative
- Proposal's narrative (story) is thorough but succinct
- Proposal describes equipment needed
- Includes platform (or medium) (i.e. board game, online game, tablet game, etc.)
- Specifies # of players needed
- Specifies amount of time needed to play
- Most Key features included and described
- All major Key features (especially rules and scenarios) described

Complete
fewer than 5
Tasks



+ 30 XP

Complete
5
Tasks



+ 38 XP

Complete
6 or 7
Tasks



+ 43 XP

Complete
All 8
Tasks



+ 50 XP

Monsters

As you progress through The Game, you're sure to encounter conflicts with monsters and other creatures seeking to block your way. Many of these enemies will be small and relatively easy to dispatch. Others will be stronger, and smarter, and may even require your entire guild to fight them.



Skirmishes are low-stakes, in-class battles against small but persistent monsters, and help you practice the skills you'll need for larger fights. They are usually fought with iClickers (see p4), a crude but effective weapon. To emerge victorious (and earn the maximum possible XP) from these skirmishes, you will need to draw on the knowledge you have acquired from reading your Spellbook.



The midpoint of your journey (often called the Midterm) will be marked by an in-class Boss Fight. This is what all the skirmishes and duels have been preparing you for; and you will need to draw on all the Spells, tactics, alliances and strength you've gained in order to defeat this Boss.

Contests



You will have many opportunities to test your newly acquired skills (and rack up bonus XP) by challenging other players in a variety of in-class contests. Some may pit guild against guild to determine who possesses the greatest mastery of the Spellbook; others may require you to cooperate with (or compete against) the other players. As with all contests, there is likely to be both skill and luck involved, so as to keep things uncertain and interesting!

Other Ways to Earn XP

Log-In (Attendance) Bonus

Like many contemporary online games, The Game rewards player commitment and time investment. At the beginning of each class, the GM will “log in” each player present. Every time you log in, you gain 10 XP*. If you attend all 16 classes, you will also be rewarded with an additional 50 XP.

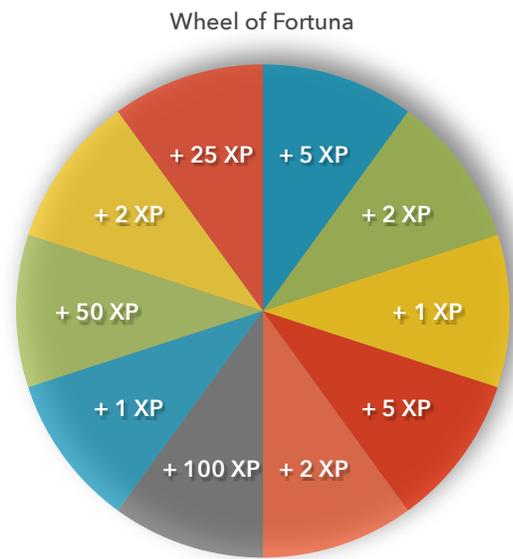
Wheel of Fortuna

The Wheel of Fortuna is a powerful tool which unlocks only occasionally and at random intervals. When it appears, the GM will ask one player to spin; all players present during the spin will be awarded bonus XP according to the Wheel’s command.

Gamemaster’s Power-Up

For especially heroic actions in- or out of class, the Gamemaster may award additional XP to individual players or guilds at her discretion.

Additional opportunities for bonus XP will be posted on the Notice Board if/as they come available.

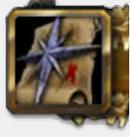


*How should we define and analyze games — and should we study them at all?
How do games give us that we can't find in “real life” — and what does that
say about the quality of our reality?*

* Beginning Thursday October 8.

Ultimate Achievement Bonus

Making significant progress towards an Ultimate Achievement (UA) by the end of The Game will earn you bonus XP. Almost all activities belong to one of the five UA categories (see p.3). Earn the minimum XP in any category to unlock the UA badges; each badge is worth bonus XP.

Ultimate Achievement	Badge Tier	Category XP Required to earn	Bonus XP Awarded
 Loremaster	Bronze	480	15
	Silver	545	25
	Gold	595	50
 Gamecrafter	Bronze	490	15
	Silver	555	25
	Gold	620	50
 Team Player	Bronze	280	15
	Silver	320	25
	Gold	355	50
 Adventurer	Bronze	55	15
	Silver	60	25
	Gold	65	50
 Farseer	Bronze	115	15
	Silver	130	25
	Gold	140	50

Earn all 5 Gold Badges and get a +50 XP Bonus!

DETAILED XP BREAKDOWN

XP totals for each player are manually updated every 7 days or so by the GM (unfortunately, Canvas is not the ideal Gamification engine). Please keep careful track of your own XP, particularly for optional quests and bonuses, and contact the GM as soon as possible if you find an error.

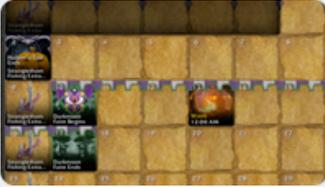
		Quest or Activity (S) = Solo Quest (G) = Guild (Group) Quest	Max XP Possible (Bold = optional or rewards)
GC*	(S)	A Modest Proposal Craft a Tourney game proposal.	30
AD	(S)	Pick Me! Present your proposal to the class.	20
	(S)	Around the Hearth Learn to play Hearthstone	0
LM	(G)	Spellbreaker Ritual Guild Reading Presentation	200
		Forum Quests Optional, repeatable mini-quests. 200 XP is the total cap for any single player.	200
FS	(S)	Zeitgeist (Optional) Post a link to external content related to course concepts.	10 each (max 150 per player)
TP	(S)	Bug Squasher (Optional) Report Bugs discovered in The Game	5 each (max 25 per player)
TP	(S)	Spell Decoder (Optional) Ask questions, get answers, and join discussions about the current week'(S) readings	5 to 10 each (max 125 per player)
LM	(S)	Skirmishes in-class iClicker quizzes; 9 total, each worth 10 XP; 2 lowest scores dropped	70
	(S)	Daily login Attendance; 10 XP per day for present players. Begins Oct 8	160
TP	(G)	Contest: Scattegories Jeopardy-style Guild v. Guild contest on Brathwaite Spell; winning guild awarded 20 XP	20
GC	(G)	A Worthy Proposal Craft a concept document for your guild'(S) Tourney game	100
LM	(G)	Learn from the Pros Analyze a Game Manual/Tutorial.	75
TP	(G)	Contest: Boss Fight Trainer Guild Jeopardy for Midterm preparation; winning guild awarded 30 XP	30
LM	(S)	Boss Fight Midterm	250
TP	(G)	Contest: Envy of the Playground In-class "Rock Paper Scissors Strategy" Guild competition; winning guild awarded 25 XP	25

		Quest or Activity (S) = Solo Quest (G) = Guild (Group) Quest	Max XP Possible (Bold = optional or rewards)
GC	(G) Prototype	Craft and present a playable prototype of your Tourney game.	100
GC	(S) Alpha Tester's Report	Provide feedback on your first prototype playtesting experience.	75
LM	(S) Total Recall	Online Quiz on "Web Junkies" film	50
GC	(G) Beta Tester's Report	Provide feedback on your second prototype playtesting experience.	50
GC	(G) Tourney Game	Craft and present your Tourney Game to the class	300
TP	(G) Victor's Spoils	50 XP to the guild with the top-voted game	50
	(S) Login Bonus	Bonus awarded to players who attended all 16 classes	50
TP	(S) Secret Ballot	Rate your guild members' performance	100
AD	(S) Self-Reflection	Reflect in writing on your development over the quarter	50
	(S) Ultimate Achievement Bonuses*	See p. 9 for details	300
Total			2305

* Ultimate Achievement Category. GC = Gamecrafter; LM = Loremaster; AD = Adventurer; TP = Team Player; FS = Farseer

THE GAME WORLD

The Game is an expansive and exciting realm, with many places to visit and explore! Begin your journey through the Canvas Portal (<http://canvas.uoregon.edu>.)

Location	Canvas Equivalent	Description
	Notice Board <i>Announcements</i>	Announcements, updates and news will be posted here, so check frequently!
	Enchanted Calendar <i>Syllabus</i>	The official Game schedule of activities, due dates, etc.
	The Library <i>Modules</i>	The Game's "home base." Find Quests, Spells, Word of Power Guides, the Game Manual, and more.
	The Forum <i>Discussions</i>	The destination for lively conversation among The Game community, where players help other players with difficult material, share new information, and discuss ideas -- all while earning bonus XP!
	Gamemaster's Lair <i>Calendar > Scheduler</i>	Visit the Lair to schedule a meeting with Gamemaster Fickle.
	Guild Halls <i>Groups</i>	Each Guild will have its own customizable private space where they can communicate & collaborate. (Keys Distributed October 6)
	Post Office <i>Inbox</i>	To communicate privately with the Gamemaster or other players, you should use the Post Office rather than e-mail. (You can also click "Inbox" in the top right hand corner of the screen.)

CHARACTER SELECTION

At the beginning of The Game, players will create characters by submitting their preferences for one of 4 Classes, as well as a Guild they would like to join. (Guilds will be formed according to the games which they will craft in the Final Quest). The GM will then assign both Classes and Guilds, attempting to make sure all players receive one of their top choices.

Guilds

Most guilds will have 4 members (1 of each Class), but this is dependent on the final enrollment count and undergrad/grad distribution (graduate students should see p. 20). Each guild member will have specific responsibilities based on their Class; for a guild to be successful, *all* members must contribute. At the end of The Game, guild members will be asked to evaluate each other via secret ballot to ensure that individual effort (or lack thereof) is fairly rewarded with appropriate XP bonuses.

Classes

There are 4 Classes in the Game for players to choose from: Wordsmith, Engineer, Guild Leader, and Artificer.

The most important thing to remember is that in choosing a Class, you aren't expected to have any prior experience or skills; you'll develop the skills AS you play the role, just like in a video game where you start out as a novice but, with enough work, you advance to become an Expert! So feel free to treat this as an opportunity to challenge yourself by choosing a role with skills you'd like to develop or work on, not just those you're already good at.

Class: Wordsmith

Major Responsibilities	Ideal for those seeking to Level Up their skills in . ..
Tourney Game: Story, dialogue, in-game text, manual	Engaging, persuasive, succinct written communication
Throughout: copy-editing and proofreading of guild documents and slides	Creative story-telling and narrative crafting
Other: Submits Beta Tester's Report	Detail-oriented and technical writing

Class: Engineer

Major Responsibilities	Ideal for those seeking to Level Up their skills in ...
Tourney Game: Implement chosen platform/ engine*	Online collaboration (a/synchronous), social media, file sharing
Provide tech support to guild throughout, especially presentations; upload guild files to Canvas	Basic programming and troubleshooting, providing helpdesk support
Works closely with Guild Leader to set up & troubleshoot guild collaboration software (if using)	Visual presentation (Powerpoint etc.), Web Design

.....

* if the guild creates a non-digital game, the Engineer is in charge of researching and locating best options & materials for fabrication process.

.....

Class: Artificer

Major Responsibilities	Ideal for those seeking to Level Up their skills in ...
Tourney Game: Designing and/or locating all visual material (images, design, color, size etc.)	Graphic and product design, artistic rendering
Throughout: Enhancing overall visual appeal of all guild documents (including formatting, fonts, page layout, etc.)	Text design and layout, formatting software, aesthetic balance
Locating/Creating and providing appropriate, high-quality images/video for guild documents and slides	Image discovery, editing and processing

Class: Guild Leader

Major Responsibilities	Ideal for those seeking to Level Up their skills in ...
Making sure guild deadlines are met; informing GM of guild progress; Filling in absent guildmates; Scheduling guild meetings	Maintaining morale and motivating others; interpersonal communication; time management
Acts as tie-breaking vote/final word in guild decisions; de facto introducer for presentations	Being a representative and spokesperson; Public speaking
Maintaining balance between game's initial vision and ultimate product	Creating effective collaborative environments

THE GAME MAP (SCHEDULE)

Date	In-Class Activity	To Do/Read
Tues 9/29	★ Welcome & Introduction	
	Bring your spell book to every class!	<ul style="list-style-type: none"> ★ Quest: A Modest Proposal due 9/30 @ 11:59p ★ Remember to bring a copy of your proposal to class Thurs 10/1
Thurs 10/1	<ul style="list-style-type: none"> ★ Quest: Pick Me! ★ Classes Chosen & Guilds Assigned ★ Introduction, Part 2 ★ Presentation Dates Chosen 	
		<ul style="list-style-type: none"> ★ Quest: Around the Hearth due 10/6 10:00a ★ Read Spell: Bateson, "Theory of Play" (make sure to read the Word of Power (WOP) guide in the Canvas Library first!)
Tues 10/6	<ul style="list-style-type: none"> ★ Skirmish ★ Bateson Discussion ★ Guild Halls unlocked! 	
		<ul style="list-style-type: none"> ★ Spell: Brathwaite & Schreiber, <i>Challenges for Game Designers</i> (read WOP guide first) ★ Begin Spellbreaker Rituals
Thurs 10/8	<ul style="list-style-type: none"> ★ Contest: Scattegories ★ Attendance Log-in begins today ★ In-class Guild Meetings: Spellbreaker Rituals (SR) 	
		<ul style="list-style-type: none"> ★ Spell: Huizinga, "Nature and significance of play as a cultural phenomenon"

Date	In-Class Activity	To Do/Read
Tues 10/13	<ul style="list-style-type: none"> ★ Skirmish ★ Huizinga Discussion ★ Game Software Lab Session (TBD) 	
		<ul style="list-style-type: none"> ★ Read Caillois, "The Definition of Play: The Classification of Games"
Thurs 10/15	<ul style="list-style-type: none"> ★ Guild 1's Spellbreaker Ritual (SR) (Caillois) ★ Guild meetings: Worthy Proposal preparation 	
		<ul style="list-style-type: none"> ★ Read Jenkins, "Game design as narrative architecture" AND Juul, "Games telling stories?" ★ Begin Quest: A Worthy Proposal
Tues 10/20	<ul style="list-style-type: none"> ★ Guild 2's SR (Jenkins & Juul) 	
		<ul style="list-style-type: none"> ★ Read McGonigal, <i>Reality is Broken</i> (excerpt) [Word of Power Guide available by 10/13]
Thurs 10/22	<ul style="list-style-type: none"> ★ Guild 3's SR (McGonigal) 	
		<ul style="list-style-type: none"> ★ Read Goffman, "Fun in Games" ★ A Worthy Proposal due 10/26 (11:59p)
Tues 10/27	<ul style="list-style-type: none"> ★ Guild 4 (Grad)'s SR (Goffman) ★ Guild meetings: Worthy Proposal feedback & Learn from the Pros prep 	
		<ul style="list-style-type: none"> ★ Read Chou, <i>Actionable Gamification</i> (excerpts) [Spell #11] [Word of Power Guide available by 10/23] ★ Begin Quest: Learn from the Pros
Thurs 10/29	<ul style="list-style-type: none"> ★ Guild 5's SR (Chou) 	

Date	In-Class Activity	To Do/Read
		<ul style="list-style-type: none"> ★ Review all Spells ★ Learn from the Pros due 11/2 (11:59p)
Tues 11/3	<ul style="list-style-type: none"> ★ Contest: Boss Fight Trainer (Midterm Prep) 	
		<ul style="list-style-type: none"> ★ Prepare for Boss Fight
Thurs 11/5	<ul style="list-style-type: none"> ★ Boss Fight (Midterm) 	
		<ul style="list-style-type: none"> ★ Read Poundstone, <i>Prisoner's Dilemma</i> (excerpts) [Spell #12] ★ Begin first Prototype
Tues 11/10	<ul style="list-style-type: none"> ★ Skirmish ★ Strategic Planning ★ Contest: Envy of the Playground ★ Finalize Prototype Playtesting schedule ★ Guild Meeting: Prototype prep 	
		<ul style="list-style-type: none"> ★ Complete first Prototype
Thurs 11/12	<ul style="list-style-type: none"> ★ Prototype due in class (10:00a) ★ Prototype Playtesting & Contest 	
		<ul style="list-style-type: none"> ★ Alpha Tester/Game Moderator Report Due Sun 11/15 (11:59p) ★ Read "Internet Gaming Disorder" AND Fact Sheet [Spells #9 & #10] [No WOP guide] ★ Watch first hour of "Web Junkies" (Canvas) [available by 11/7] ★ Quest: Total Recall due by 11/17 (10:00a)
Tues 11/17	<ul style="list-style-type: none"> ★ "Web Junkies" ★ Guild Meetings: Alpha Tester's Reports & Beta Test Prep 	

Date	In-Class Activity	To Do/Read
		<ul style="list-style-type: none"> ★ Read "Gamergate" excerpts (Canvas Library) [will be available by 11/13] ★ Work on your game: develop second prototype
Thurs 11/19	<ul style="list-style-type: none"> ★ Skirmish ★ Gamergate discussion 	
<ul style="list-style-type: none"> ★ Beta Testing Report due Wed 11/25 (11:59p) 		
Tues 11/24	<ul style="list-style-type: none"> ★ Pre-Tourney Debrief 	
<ul style="list-style-type: none"> ★ Work on your Tourney game (you should be moving onto the final version) 		
Thurs 11/26	Thanksgiving - No Class	
<ul style="list-style-type: none"> ★ Complete your game (by 12/1) 		
Tues 12/1	<ul style="list-style-type: none"> ★ Mid-Winter Tourney, Part 1 	
<ul style="list-style-type: none"> ★ Secret Ballot due Sun 12/6 (11:59p) ★ Self-Reflection due Sun 12/6 (11:59p) 		
Thurs 12/3	<ul style="list-style-type: none"> ★ Mid-Winter Tourney, Part 2 ★ GM will return CII Inventories 	

FINE PRINT

Graduate Students

If you are a **graduate student**, you have two options. You may either play the Game the same way as the undergraduates (i.e. choose a Class, join a 4-person guild and craft a game), in which case you will be scored according to the same rubric. Or, you may join a graduate student guild (again, this is dependent on final enrollment), which has only three required components: regular class attendance and participation (200 XP); a Spellbreaker Ritual (reading presentation) on Oct 27 (Goffman) worth 300 XP, and a solo Final Report (15 min conference paper) which you will deliver at the end of the quarter, worth 500 XP. Even if you choose this second option, you are encouraged to participate along the way in optional Forum quests and act as an undergraduate Ally during in-class Contests, for which you will receive small amounts of bonus XP.

Regardless of the option you choose, you are still expected to read all assigned Spells.

The Gamemaster (GM)

The GM will guide you through The Game and will assist you in whatever way she can in-class and out (you will find that your guildmates and your fellow players in the Forum will also be very valuable resources). She can be found in her lair, located at 372 Prince Lucien Campbell Hall (PLC), on Tuesdays & Thursdays from 12-1:30p; you are welcome to drop in, but are encouraged to sign up on the Enchanted Calendar beforehand to minimize any potential wait.

The GM checks her e-mail frequently, but not constantly — and rarely on the weekends — so allow 24 hours for a response during the week (48 hours during weeks when papers or projects are due). Please maintain professional etiquette in your e-mail communication with the GM, and make sure to put the course title in the subject line. If you have a serious matter to discuss with the GM, arrange to meet her in her office.

Late Policy

Late quests lose 10 XP every 24 hours after the due date. **No late Tourney submissions (Final Quest Games) are accepted.** No incompletes will be given except in documented emergencies.

Academic Integrity

All work must adhere to standards of academic honesty outlined in the Student Conduct Code (<http://uodos.uoregon.edu/StudentConductandCommunityStandards/AcademicMisconduct.aspx>). Plagiarism will result in failure of the course and additional sanctions as determined by the Office of Student Conduct and Community Standards.

Accessible Education

In compliance with UO policy and equal access laws, the GM is available to discuss appropriate academic accommodations that may be required for student with disabilities. Requests for academic accommodations are to be made during the first two weeks of the quarter, except for unusual circumstances, so arrangements can be made. Students are encouraged to register with the Accessible Education Center to verify their eligibility for appropriate accommodations.

Mandatory Reporting

UO employees, including faculty, staff, and GTFs, are mandatory reporters of child abuse and prohibited discrimination. This statement is to advise you that that your disclosure of information about child abuse or prohibited discrimination to a UO employee may trigger the UO employee's duty to report that information to the designated authorities. Please refer to the following link for detailed information about mandatory reporting: <http://around.uoregon.edu/mandatoryreporting>.

Inclement Weather or Class Cancellations

In the case of inclement weather, or if the GM needs to cancel class, she will notify you via the Post Office (which you should receive as an e-mail).

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