

# HISTORY OF VIDEOGAMES, EXTRA CREDIT MCAD LS3322, SPRING 2008

## Due Date

All extra credit is due to me no later than Saturday May 3 at 3:00pm.

## Overview

Each extra credit assignment will be worth a maximum of 20 points (this means each extra credit assignment can raise one of your assignments by two letter grades). Basically, if you're willing to work a bit extra, I'm willing to give you a better grade.

Extra credit cannot make up for attendance grade subtractions.

## Work

Extra credit assignments should be between 1 and 2 hours worth of work, and can be anything that is related to gaming or the history of gaming. Some example projects:

- Review a classic game (a game you have, or have access to – similar to what we've done in class)
- Create classic art for a new game (what would Halo 3 look like on an NES? Or what would Guitar Hero look like on a Commodore 64?)
- Create music or sound on an NES or an Atari 2600, or any other classic console (it's possible, and it's not too complicated, if you're a music person...)
- Write a paper on some cultural aspect of gaming (for instance, a paper on the Invader Art we looked at, or how gaming has influenced music or other art)
- Create some type of game-inspired art (see [www.iam8bit.net](http://www.iam8bit.net) for some inspiration)

**Use your imagination, and do what you're good at.**

**Please contact me ([marc@marcjensen.com](mailto:marc@marcjensen.com)) if you have any questions.**