WRTG120: Composition I: Writing the College Experience
MW, 9:30am-10:45pm, Room: Pray-H 414, (CRN: 17036)

Instructor: Christopher Stuart
Email: cstuart7@emich.edu
Office: Pray-Harold 613P
Office Hours: M/W: 10:45-11:45 or by Appointment
Course Website: GameofComp.weebly.com

Official Course Description
This course introduces use of writing and reading for inquiry. Students write extended essays about subjects relevant to the college experience using conventions of standard written English; assignments may also incorporate other genres and styles. Emphasis is placed on using writing and reading as a process for discovery, and on communicating ideas to audiences.

Objectives
- Become a more flexible, adaptive, confident, and skillful communicator (Rhetorical Knowledge).
- Explore methods of invention, drafting, and rewriting (Writing Process).
- Learn how effective writers write in a variety of situations, in and beyond college (Genre Conventions).
- Engage in critical thinking. Learn how to adapt your writing to distinct rhetorical contexts, drawing attention to the way composition transforms across forms. (Multimodal Transformation).
- Apply feedback and reflect on drafts and the revision process (Reflective Practice).

Format
This class is designed as a multiplayer game. You are the **players**. I am the **game master**. Every player will create an **avatar** that will represent them in the game. I will serve as your guide through *Composition*. You will journey through three **chapters** (units), completing both **solo and group quests** (assignments), deal with **random encounters** (presentations), **craft** (multimodal components), conduct **strategy sessions** for raids (peer review), and fight three **raid bosses** (projects).

With the class being designed as a game, the player has agency to forge his/her own path to success. **Adventures/quests**, **crafting recipes**, and **raids** will all have variations based on what **class/specialization** the player chooses. The first specialization will be chosen within the first couple sessions, but if the player wishes to **respec**, it will cost a small fee (a 200 word rational). The classes/specializations are as follows: **Warrior, Mage, Bard, and Ranger** (view website for details).

Each chapters will be completed when the **quest log** (invention portfolio) and **debrief** (reflection) are submitted to the game master for evaluation. The three chapters and following **bug report** are described as follows:

Chapter/Report	Raid Description	Potential Experience Points
Reflection Gardens	Solo Raid. The player will write a "gaming literacy	**75XP**

|	narrative" based on their experience with gaming.	
Valar Dohaeris	Guild Raid. The guild will create a game based on an aspect of their college experience. The game will follow the standards established in the decided upon genre.	**350XP**
The Great Offering	Guild Raid. The guild will attempt to sell their game to gaming executives using rhetorical strategies learned during the semester.	**225XP**
Bug Report	Solo Quest. The player will create a bug report (overall reflection) for the semester, citing specific quests, crafting recipes, and the three raids.	**100 XP**

Course Tomes
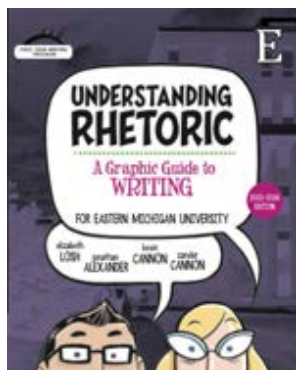
<= Losh, Alexander, Cannon, and Cannon. *Understanding Rhetoric (**EMU Custom Edition**).* Boston: Bedford St. Martin's, 2015. ISBN 978-1-319-02870-1. (required)

=> Lunsford, Andrea A. *Writing in Action*. Boston: Bedford St. Martin's, 2014. ISBN 978-1-319-00314-2. (required)
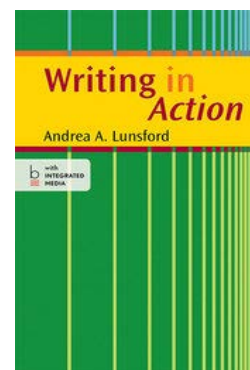
These two texts are available as a bundle at the EMU Student Center Bookstore. I encourage you to buy the EMU Custom Edition for the unique information provided in the introduction. As a bundle at the EMU Student Center Bookstore it is priced cheaper than if you were to buy them separately. You will also need these texts for WRTG 121. Supplemental readings will be available to you as PDFs and hyperlinks accessible on the course website.

Feedback
You will receive many different kinds of feedback on your writing during this course. Some responses will come from fellow students and some will come from your instructor. All forms of feedback, including responses you receive from scheduling individual appointments in the University Writing Center or the Academic Projects Center, are important; they tell you in various ways how your readers are responding to your writing. This will also help you learn how to assess your own work.
*It is important to keep your drafts to keep track of the progress of your writing. You can use "track changes" or separate file names to keep them apart. **All drafts need to be present in the quest log at the end of each unit.***

Grading Procedure/Quest Rewards
You will begin on the first day of class as a Level One player with zero **experience points (XP)**. Level Twenty is the highest level you can achieve. XP will be earned by **signing into the game** (attendance), completing quests, crafting recipes, strategy sessions, raids, submitting quest logs, and debriefings. Your class letter grade will be based on the player's final level, as well as classroom etiquette, participation, and

initiative. **The player must be at least Level Fourteen to pass this course**.

Level	XP	Level	XP
Level Twenty	1000	Level Ten	300
Level Nineteen	900	Level Nine	230
Level Eighteen	800	Level Eight	170
Level Seventeen	740	Level Seven	120
Level Sixteen	700	Level Six	80
Level Fifteen	640	Level Five	55
Level Fourteen	600	Level Four	35
Level Thirteen	560	Level Three	20
Level Twelve	470	Level Two	10
Level Eleven	380	Level One	0

The player must complete all chapters and submit their quest logs and debriefings in order to achieve at least Level Fourteen. Since each quest builds on the next, the player will not be allowed to progress further without completing the raid.

In addition to XP, some quests and raids have **bonus objectives** which provide the player with digital **currency** to spend at a **merchant** for **buffs** to help them on their adventure (see course website for details).

Turning in Quests
Turning in Quests/Keeping Everything
Most quests will be turned in **electronically** via GoogleDrive, but the player should make sure he/she checks the details before turning in. All quests are due before the class gaming session starts unless otherwise stated. Anything received after the turn-in deadline will be considered late. A missed or late sign in does not excuse the player from this rule. Anything to be turned in should be duplicated and saved for the quest logs and bug report.

If a player has a "**replay buff**," he/she may revise an assignment for the maximum amount of XP, regardless if the quest was turned in late or not (This excludes boss raids).

Turning a Quest in Late
Quests may be turned in for half the XP up to a week late, or until a quest log is submitted (whichever one comes first). After that point, no player may submit a quest late for XP.

Raids and the bug report may be turned in late, however, the XP will degrade by ten percent (10%) for each weekday it is not received. Remember, once a raid is due to be turned in, no new quests may be taken on until the quest log is submitted and cleared.

Session Policies and Expectations

Expectations Overview:
- I expect all players to sign into every gaming session on time and to arrive prepared to engage in the session.
- I expect all players to be curious, active, engaged and enthusiastic learners, who take ownership of their education.
- I expect that if a player must miss a session because of an emergency, they will be responsible for getting notes from other gamers on the material they missed.
- Finally, I expect all players to come to me for help when needed, to raise your hand in session to ask questions, and to support one another – learning to navigate advanced academic reading and writing can be difficult and frustrating. It helps to know that we're all in this together.

"Attendance" and Participation
WRTG 120 is writing intensive, so all players are expected to sign in on time and be prepared to work. I ask all players to be respectful. There will be times when players and guilds will be competing against one another, so trash talking in the spirit of the game is expected, but the player needs to know the limits of their playful banter and when it becomes disrespectful. When a player is with her/his guild, s/he will be expected to fully participate and work as a team. Each player will be evaluated by her/his guild mates based on their active participation.

Class begins at **9:30 am**. For each sign in, the player will receive two XP (unless otherwise noted). If the player signs in late, between 9:30am and 9:45am, they will only receive one XP. Players that sign in after 9:45am will not be eligible for any XP.

Observance of Religious Holidays: University Policy: EMU recognizes the rights of students to observe religious holidays without penalty to the student. University Practice: Students will provide *advance notice* to the game master in order to make up work, including examinations that they miss as a result of their absence from class due to observance of religious holidays. If satisfactory arrangements cannot be made with the appropriate game master(s), players may appeal to the head(s) of the department(s) in which the course(s) is/are offered.

Technology Information and Policies
Players will be interacting with a variety of sites on the internet during the course. Please let the game master know if a player needs help using the internet or any computer program. When using a computer, save work frequently, always make backup copies by emailing drafts to yourself and/or using a jump drive, and plan all projects with extra time allowed for unexpected technological difficulties. GoogleDrive and other cloud based storage is always a good idea for saving work.

Much of the work players will do for this class will be typed, using a word processor. When turning in typed assignments, please use a legible font. Assign one inch margins and adhere to the page layout and documentation conventions established by MLA (unless otherwise noted).

The use of computers, tablets, and e-readers are strongly encouraged in the classroom. All in-session use of technology should be focused on the gaming/questing related activities, such as note-taking, research, and reading. As long as all players are respectfully attentive when another player is speaking, in-session technology use will not be a problem. That said, use of a cellphones in-session are discouraged. All

phones are to be set to silent (not vibrate). The game master reserves the right to ask any player to put away their electronic device if it appears to be distracting other players.

Communication with the Game Master and Players
Communication out of session with the game master or other players should be conducted respectfully through the institution given email. Make arrangements with other players to get contact information, especially with your guild. If you ever have any questions or concerns, do not hesitate to contact one of your peers or your instructor. With rare exceptions, I will always respond to all email inquiries within 48 hours. Our gaming will also be conducted via a forum on the course website. Any player is welcome to post to the forum with questions or concerns.

Academic Integrity
Plagiarism occurs when a writer passes off another's words or ideas without acknowledging their source, whether intentionally or not. For example, turning another's work as your own is plagiarism. If you plagiarize in this class, you will likely fail the assignment on which you are working and your case may be passed to the university for additional disciplinary action. Because of the design and nature of this course, it will take as much (or more) work for you to plagiarize in it than it will to actually complete the work of the class. For a more detailed explanation of Eastern Michigan University's stance on academic integrity, refer to Section V.A. of the Student Conduct Code.

Disability Resource Center (DRC)
If you have a documented disability that affects your work in this (or any other) class, the Disability Resource Center can provide support for you. It is my goal that this class be an accessible and welcoming experience for all students, including those with disabilities that may impact their learning in this class. If anyone believes they may have trouble participating or effectively demonstrating learning in this course, please meet with me (with or without a Disability Resource Center (DRC) accommodation letter) to discuss reasonable options or adjustments. During our conversation, I may suggest the possibility/necessity of your contacting the DRC (240 Student Center; 734-487-2470; swd_office@emich.edu) to talk about academic accommodations. You are welcome to talk to me at any point in the semester about such issues, but it is always best if we can talk at least one week prior to the need for any modifications.

Academic Projects Center
The Academic Projects Center is located in 116 Halle Library (487-0020, extension 2154). The Center is open M-R from 11-5 and is staffed by University Writing Center consultants, Halle Librarians, and Information and Communications Technology staff who can help with writing, research, or technology needs. No appointment is necessary. When you visit the Academic Projects Center, be sure to bring a draft of what you're working on and your assignment sheet with you.

University Writing Center
The University Writing Center (115 Halle Library; 734-487-0694) offers one-to-one consulting for both undergraduate and graduate students. Students can make appointments or drop in between the hours of 10 a.m. and 6 p.m. Mondays through Thursdays and from 11 a.m. to 4 p.m. on Fridays. Students should bring a draft of what they're working on and their assignment.