

PSY 225: The Cognition of Game Playing

May 2017

Week 1

Week 2

<i>Monday</i>	Ch. 1: Introduction Ch. 2: Perception Ch. 3a: Attention <i>Monstrosity, Guesstures, Captain Sonar</i>	Exam 2 (Chapters 5 - 8) Ch. 9a: Problem Solving Getting Gamers (Part 1) <i>Werewolf, One Night Werewolf, Pictionary, Mancala, Tic-tac-toe, Checkers</i> Game Write-up 5
<i>Tuesday</i>	Ch. 3b: Attention Ch. 4: Memory Systems <i>Exploding Kittens, Happy Salmon, Princess and Goblin, Dead Last</i> Game Write-up 1	Ch. 9b: Problem Solving Getting Gamers (Part 2) <i>Sleuth, Antidote, Blackjack</i> Game Write-up 6
<i>Wednesday</i>	Exam 1 (Chapters 1 - 4) Ch. 5: Memory Remembering Events <i>Codenames, Scattergories, Taboo</i> Game Write-up 2	Ch. 10a: Reasoning & Decision Making Getting Gamers (Part 3) <i>Secret Hitler, Knit Wit, Hearts</i> Game Write-up 7
<i>Thursday</i>	Ch. 6: Memory Distortions Ch. 7a: Imagery & Knowledge Representation <i>Two Rooms and a Boom, Dixit, Outburst, Tsuro</i> Game Write-up 3	Ch. 10b: Reasoning & Decision Making Getting Gamers (Part 4) <i>Playstation VR, Sheriff of Nottingham</i>
<i>Friday</i>	Ch. 7b: Imagery & Knowledge Representation Ch. 8: Language <i>Concept, Boggle, Carcassonne, Keep Talking and Nobody Explodes</i> Game Write-up 4	Exam 3 (Chs. 9 - 10, Getting Gamers) <i>Escape the Room</i> Exit Interview (done in-class)