

English 201: Advanced Composition

Monday-Thursday, 12:30-2:40 PM in room 413

Instructor: Michael Heumann

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English 201 Student Learning Outcomes

Upon course completion, the successful student will have acquired new skills, knowledge, and or attitudes as demonstrated by being able to:

1. Interpret appropriately and analyze a written argument for claim, evidence, reasoning, fallacies, and overall effectiveness. (ILO1, ILO2)
2. Develop an effective written argument containing a factual claim, providing valid and appropriate evidence, utilizing appropriate reasoning strategies, and avoiding fallacies. (ILO1, ILO2, ILO3)
3. Demonstrate command of rules regarding plagiarism and academic ethics. (ILO3)

Required Texts:

McGonigal, Jane. *Reality Is Broken: Why Games Make Us Better and How They Can Change the World*. New York: Penguin, 2011. Print.

Cline, Ernest. *Ready Player One*. New York: Broadway Paperbacks, 2011. Print.

The class web site @ imperial.blackboard.com

Recommended Texts:

A writing handbook of your choice

Course Description: Emphasizes critical thinking in reading and writing beyond that achieved in Engl. 101 (Engl. 1A). Written argumentation will focus on deduction and induction, an understanding of fallacies of language and thought, the application of valid evidence, and refutation.

Class Rules:

1. **Attendance:** Students are expected to attend every class. Any student who misses the first class will be dropped. Students may be dropped at instructor discretion if they miss more than a week of class hours continuously. Please make arrangements with the instructor or a fellow student to keep up with all assignments in case you cannot attend a class session for any reason.
2. **Preparation, participation, and deadlines:** You are expected to arrive in class with the day's reading already completed or with required assignments ready to be turned in. You should also have the necessary textbooks with you during each class session. The books are small; there's no reason not to bring them to class with you. Late work, unless previously excused by the instructor, will not be accepted. You will be expected to actively participate in class activities that involve reading, discussion, peer response,

and group work. Make sure your cell phone ringer is off before coming to class and do NOT answer your phone during class unless it is an emergency.

3. **Deadlines Count:** Credit will be given for assignments only if they are turned in on time. If you are absent when something is due, you need to contact me immediately.
4. **Grade posting:** I will post all grades in Blackboard. I will explain how to log in and use Blackboard during one of the first class meetings.
5. **Disruptive students:** Most of you are here to learn, but some students are not serious. To preserve a productive learning environment, students who disrupt or interfere with a class may be sent out of the room and told to meet with Sergio Lopez, Campus Disciplinary officer, before returning to continue with coursework. Mr. Lopez will follow disciplinary procedures as outlined in the General Catalog.
6. **Academic honesty:** IVC expects honesty and integrity from all students. A student found to have cheated on any assignment or plagiarized will receive a zero for the assignment and be sent to Disciplinary Officer Sergio Lopez. A second occurrence of cheating or plagiarism may result in dismissal from class and expulsion from IVC as outlined in the General Catalog.
7. **Office visits:** Students are encouraged to visit me during office hours or to make an appointment during other hours.
8. **DSPS:** Any student with a documented disability who may need educational accommodations should notify the instructor or the Disabled Student Programs and Services (DSP&S) office as soon as possible. Visit or call DSP&S, Mel Wendrick Access Center, Room 2117, (760) 355-6312.

Assignments and Grading

I have structured this class around two books on games--one nonfiction, one fiction. Since games and gaming are that the center of our class, I thought that it would be fun to structure the class itself like a game. To that end, you are all playing a game called English 201. You start at level 1 with 0 points. To achieve an passing grade in the class, you must reach level 10 by completing all quests during the session with an average score of at least 7/10. If you get lower than 7/10 on any of the quests (or 4/5 for the first two quests), you will need to meet with the GM (your teacher) before moving on; he will most likely require you to do additional work before you are able to level up.

An additional factor that will influence your overall grade for the class is in-class participation. There will also be several random mini-quests that can provide additional points.

Level	Quests	Points Possible	Running Total
1	Starting point--make it through the first day of class!	0	0
2	Break down a famous speech/essay to better understand the underlying structure.	5	5
3	Accurately dissect an argument for logical fallacies	5	10
4	Write a 500-word persuasive essay using Cicero's structure with minimal grammar and structure problems	10	20
5	Write a 500-word review of a video game or other game	10	30
6	Write a 500-word argument touting a particular game (either real or invented) as a solution to a real-world problem	10	40
7	Finish <i>Reality is Broken</i> and successfully pass an test on the book's main ideas	10	50
8	Write a 500-word argument on <i>Ready Player One</i> focusing on one of several different topics.	10	60
9	Finish <i>Ready Player One</i> and successfully pass a test on the book's main ideas	10	70
10	Write a 2,000-word, multiple source research paper on one of the many topics discussed this semester	20	90
*	Final Exam	10	100

Calendar for English 201 for Spring 2012

June 24	Introductions
June 25	Aristotle's Three Appeals and Cicero's Five Canons of Rhetoric
June 26	Aristotle and Cicero (Cont.)
June 27	Level 2 Quest Due ; Logical fallacies
July 1	Level 3 Quest Due ; <i>Reality is Broken</i> , 1-15
July 2	<i>Reality is Broken</i> , 19-51
July 3	Level 4 Essay Due ; <i>Reality is Broken</i> , 52-76
July 4	Holiday--No Class
July 8	<i>Reality is Broken</i> , 77-115
July 9	<i>Reality is Broken</i> , 119-167
July 10	Level 5 Essay Due ; <i>Reality is Broken</i> , 168-215
July 11	<i>Reality is Broken</i> , 219-265
July 15	<i>Reality is Broken</i> , 266-344
July 16	Level 6 Essay Due ; <i>Reality is Broken</i> , 345-354
July 17	Level 7 Test on <i>Reality is Broken</i>
July 18	<i>Ready Player One</i> , 1-60
July 22	<i>Ready Player One</i> , 61-127
July 23	<i>Ready Player One</i> , 128-179
July 24	<i>Ready Player One</i> , 180-240
July 25	Level 8 Essay on <i>Ready Player One</i> Due ; <i>Ready Player One</i> , 241-303
July 29	<i>Ready Player One</i> , 304-374
July 30	Level 9 Test on <i>Ready Player One</i>
July 31	Level 10 Research Paper Due
August 1	Final Exam