CMPM 179  
Live Action Role Playing: Context and Design

Physical Sciences 110  
Tuesdays and Thursdays 4pm - 5:45pm

Instructor  
Heather Logas  
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Office Hours: Thursdays 1 - 3 pm  
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TA  
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Office Hours: Wednesdays 1 - 3 pm  
Owl's Nest at Kresge College

Class Expectations
Important! Class lectures, readings, etc. will occasionally contain difficult (possibly triggering) material. You will not be able to pass the class without engaging with all course materials. Please bring any concerns to the instructor ASAP.

Required Books and Materials
Bring a pen (not pencil!) to every class

A pack of 100 3x5 Index Cards

A Little Guide to LARP
Vulpinoid Studios

David T. Pribe and Lorraine Pribe
Available in paperback through Amazon or digital download at:

Attendance Policy
You are allowed up to three absences in the quarter. Let your TA know if you will be absent. We do not need to know why you are absent, but absences for any reason beyond your third will negatively affect your grade.

Technology Policy
Please turn your phone off or set them to silent before class. Use of phones and similar handheld devices during class will result in you being asked to leave for the remainder of the class session. *(Texting under the table is not subtle).*

Laptops and tablets may be used for taking notes but disruptive use will result in them being banned for the remainder of the quarter.

**Readings and Play Assignments**

In addition to material covered in class, students are expected to engage with readings or game playing as assigned.

All readings/games listed in the syllabus are to be read/played BEFORE the class it is listed under.

*Students should bring a 3x5 index card to each class with a discussion question from the readings written on one side and their names written on the back, to be turned in at the end of each class session.*

**Play Assignments:**

Over the course of the quarter, you will be expected to play some number of games with your LARP team. These games will be played outside class time. For each LARP, one (or more, up to 3) team members should be chosen as the designated GM. The Designated GM facilitates the game experience, according to the descriptions set forth in the game materials.

**IMPORTANT:** ONLY THE DESIGNATED GM/S SHOULD READ THE LARP MATERIALS and will distribute the portions readable by the players at the appropriate time.

GMs should plan on preparing the game well in advance of the scheduled play time. It is a good idea to take turns GMing. GMing with a partner is a good idea when possible. It is fine to recruit players (but not GMs) from non-classmates if needed to fill out a game.

*Due to the increased responsibilities of GMs over players, designated GMs for each game will receive extra credit to their class participation grade.*

**Online Weekly Response Journal**

*Due online by beginning of class Thursday every week!*  
2 -3 paragraphs describing a response to readings or play assignments for the week.  
(More details to come).

**LARP Team**

LARP teams will be assigned via the online forum. Your team makes up your default group for the play assignments and is also your group for group projects.

**Grading**

Weekly Journal — 20%

*Note that you will not pass the class without submitting 8 journal entries by the end of the quarter, regardless of your performance on the other assignments.*

Project #1: LARP concepts — 20%
Project #2: LARP Proposals and Oral Presentations — 20%

Final Project: Final LARP project and Oral Presentations — 30%

Class Participation — 10%

More details on all assignments are forthcoming.

**Course Schedule**
(Readings subject to change with at least 1 week notice from instructor).

**Week 1**
3/31
First Class — Administration and Introductions

4/2
Ancient history — precursors to LARP and LARP history
**Due:** Bring index card with your name, your ranked interest in the following: GMing/Running a LARP, Creating Costumes/Props/Scenery, Creating Rules Systems, Creating Fictional Worlds/Characters and (optional) the name of one person in class you’d love to have on your LARP team.

**Week 2**
4/7
How to LARP
Common ground rules
How to implement ready-made LARPs

p. 3 - 4 “The Only Rules that Matter”

p. 11 - 31 “Character Creation, Rules”

4/9
LARPing 101 workshop
Reading: A Little Guide to LARP (Chapter 1: noob)

**Week 3**
4/14
American LARP Styles
Playing:
Watch the Skies!

4/16
International Styles
Readings:
http://petterkarlsson.se/2014/12/07/college-of-wizardry-a-magical-larp-in-a-polish-castle/
(Read the article and watch The Documentary Video part way down the page)

Optional:
http://www.rollespilsfabrikken.dk/cow/old_designdocument.pdf
College of Wizardry Design Document

Week 4
4/28
LARP Design pt. 1
Materials of LARP: Mechanics
Play:
Trial of the Big Bad Wolf
http://www.aegames.org/larps/covers/trial/In-Class

In-Class brainstorming on mechanics with LARP team

4/30
LARP Design pt. 2
Materials of LARP: Content
Readings:
No One Wants to Be a Space Whore
L.A.R.P.S. chapters 7 and 9

In-Class brainstorming on final project

Week 5
4/21
Players and communities
Viewing and discussion of Monster Camp
DUE: LARP concepts
(Response to Monster Camp can be used for weekly journal this week).

4/23
Trouble in Paradise
Transgression and role playing
Readings:
Nordic LARP book, Chapter on the Executive Game
http://tampub.uta.fi/handle/10024/95123

So My LARP might allow Blackface
http://www.reddit.com/r/TiADiscussion/comments/2kz0zm/so_my_larp_might_allow_blackface/

A Tsunami of Testimonies
http://spelkult.se/testimonies/

Week 6
5/5
American Freeform
Play The Drifter’s Escape
https://gumroad.com/l/NQDIg

5/7
LARP for personal Transcendence: Bleed, etc.
Readings:
GR LARP

Robin’s Friends
http://jeepen.org/games/robinsfriends/

Week 7
5/12
LARP and Technology
Readings
Sorcerers of the Magic Kingdom
http://touringplans.com/magic-kingdom/attractions/sorcerers-of-the-magic-kingdom#

Spelltag

5/14
Oral presentations on initial designs

Week 8
5/19
LARPs at work -- training, therapy, education, cultural understanding
Readings:
Emic Experience Design: Becoming A Member of Another Culture Through LARP (will be provided online by instructor).

Osterskov
http://oisterskov.dk/om-os/oisterskov-in-english/
Read English text and watch first video

5/21
In Class Workshopping for final project

Week 9
5/26
Guest Speaker/Panel TBD

5/28
LARPers at large — LARPers in society, LARPers and other gamers
Viewing: Unicorn City

Week 10
6/2, 6/4
Final presentations
No reading responses due this week