

# COURSE DETAIL

## VIDEO GAMES STUDIES

**Country**

Japan

**Host Institution**

Waseda University

**Program(s)**

Waseda University

**UCEAP Course Level**

Upper Division

**UCEAP Subject Area(s)**

Film & Media Studies

**UCEAP Course Number**

107

**UCEAP Course Suffix****UCEAP Official Title**

VIDEO GAMES STUDIES

**UCEAP Transcript Title**

VIDEO GAMES STUDIES

**UCEAP Quarter Units**

3.00

**UCEAP Semester Units**

2.00

## Course Description

Video games have become one of the world's most lucrative media entertainment forms, grossing more as a global industry in the 21st century than film or television. However, the mass acceptance of video games and the industry's growth into an economically powerful business has also affected us socially, culturally, and aesthetically. This course examines the dynamics of video games from a variety of perspectives, including its historical and technological origins; ontological debates about the nature and necessity of games and play; the flexibility of game aesthetics; types of game genres and narratives; the people who play games both casually and actively; transmedial dimensions of games (particularly in Japan); and how games function in and represent society and culture at large. In addition to readings, students play a sample of video games throughout the semester in order to understand a variety of game genres, designs, and intersections with culture and society. Assessment: exam, papers, attendance and participation.

## Language(s) of Instruction

English

## Host Institution Course Number

MDAX201L

## Host Institution Course Title

VIDEO GAMES STUDIES

## Host Institution Campus

School of International Liberal Studies

## Host Institution Faculty

## Host Institution Degree

## Host Institution Department

SILS - Media Studies

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