COURSE DETAIL

VIDEO GAMES:CREATIVE AND CRITICAL WRITING

Country
United Kingdom - England

Host Institution
University of Sussex

Program(s)
Summer in Sussex

UCEAP Course Level
Upper Division

UCEAP Subject Area(s)
Film & Media Studies English

UCEAP Course Number
105

UCEAP Course Suffix
S

UCEAP Official Title
VIDEO GAMES:CREATIVE AND CRITICAL WRITING

UCEAP Transcript Title
VIDEO GAMES:WRITING

UCEAP Quarter Units
6.00

UCEAP Semester Units

4.00

Course Description

This course studies examples of successful imagined worlds (Zelda: Breath of the Wild), powerful storytelling (The Last of Us), literary games (Kentucky Route Zero), indie games (Braid), micro-Indies (Problem Attic), and classic adventure games (Monkey Island). Students explore the possibilities of play, world-building, narrative, character-design, game mechanics, and game dynamics. Technical understanding of the medium provides students with an array of opportunities for writing and imagining video games: composing narratives and shooting-scripts, creating avatars, and developing fictional worlds. The course introduces students to game development software, though it is not designed as a coding course. It is ideal for students looking beyond the surface of video games, wanting to engage with thoughtful critique of an emerging industry. The course reflects on the social implications of game design, taking into account discourses around gender, race, and sexuality.

Language(s) of Instruction
English

Host Institution Course Number
IS403

Host Institution Course Title
VIDEO GAMES:CREATIVE AND CRITICAL WRITING

Host Institution Campus
University of Sussex

Host Institution Faculty

Host Institution Degree

Host Institution Department
English Literature

Print