

# 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 Course Details**

<https://www.sussex.ac.uk/study/study-abroad-at-sussex/our-programs/summer-schoo...>

### **Host Institution Campus**

University of Sussex

### **Host Institution Faculty**

### **Host Institution Degree**

**Host Institution Department**

English Literature

**Course Last Reviewed**

2022-2023

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