

# COURSE DETAIL

## INTRODUCTION TO GAME STUDIES

**Country**

France

**Host Institution**

University of Bordeaux

**Program(s)**

University of Bordeaux

**UCEAP Course Level**

Upper Division

**UCEAP Subject Area(s)**

Sociology Film & Media Studies

**UCEAP Course Number**

144

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

INTRODUCTION TO GAME STUDIES

**UCEAP Transcript Title**

GAME STUDIES

**UCEAP Quarter Units**

4.50

**UCEAP Semester Units**

3.00

## **Course Description**

In this course, the history of the medium of video games is approached as a factual chronology and a process of self-definition, as demonstrated by the rise of retro-gaming. The course also considers the history of video games by the way of contemporary “independent” games and it rewrites this history in order to better to establish their alternative credentials.

## **Language(s) of Instruction**

English

## **Host Institution Course Number**

MIA1Y28

## **Host Institution Course Title**

INTRODUCTION TO GAME STUDIES

## **Host Institution Campus**

UNIVERSITÉ BORDEAUX MONTAIGNE

## **Host Institution Faculty**

## **Host Institution Degree**

## **Host Institution Department**

Master: Etudes anglophones

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