

COURSE DETAIL

DIGITAL HUMANITIES

Country

United Kingdom - England

Host Institution

King's College London

Program(s)

King's College London

UCEAP Course Level

Upper Division

UCEAP Subject Area(s)

Film & Media Studies

UCEAP Course Number

157

UCEAP Course Suffix**UCEAP Official Title**

DIGITAL HUMANITIES

UCEAP Transcript Title

DIGITAL HUMANITIES

UCEAP Quarter Units

6.00

UCEAP Semester Units

4.00

Course Description

This course offers a theoretical and practice-based approach to exploring the nature of digital gaming. It is eclectic in scope and students are guided to make their own digital games and to critically reflect upon what their games are able to achieve. Students then explore the relationship between games, narratives, and stories, including the famous ludology versus narratology debate that characterized the birth pangs of game studies as a field. Can games tell stories? If so, what kind of stories are they most suited to telling? Next, students consider the distinctive but also varied practices that characterize gaming. These include counterplay, transgressive play, casual play, competitive play, speedruns, etc. Games are also considered as philosophical texts that can prompt us to rethink and question reality, agency, time, and our relationships with our in-game avatars.

Language(s) of Instruction

English

Host Institution Course Number

6AAVC403

Host Institution Course Title

DIGITAL HUMANITIES

Host Institution Campus

King's College London/ Strand Campus

Host Institution Faculty

Host Institution Degree

Host Institution Department

Digital Humanities

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