

# 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 GAMING

## Host Institution Campus

King's College London/ Strand Campus

## Host Institution Faculty

## Host Institution Degree

## Host Institution Department

Digital Humanities

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