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 Course Details
https://www.kcl.ac.uk/abroad/module-options/digital-gaming

Host Institution Campus
King's College London/ Strand Campus

Host Institution Faculty

Host Institution Degree

Host Institution Department
Digital Humanities

Course Last Reviewed

2022-2023

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