

# COURSE DETAIL

## VIDEO GAMES: HISTORY, CULTURE AND REPRESENTATION FROM PAC-MAN TO POKEMON

**Country**

United Kingdom - England

**Host Institution**

University of London, Queen Mary

**Program(s)**

University of London, Queen Mary

**UCEAP Course Level**

Upper Division

**UCEAP Subject Area(s)**

History

**UCEAP Course Number**

136

**UCEAP Course Suffix**

N

**UCEAP Official Title**

VIDEO GAMES: HISTORY, CULTURE AND REPRESENTATION FROM PAC-MAN TO POKEMON

**UCEAP Transcript Title**

VIDEO GAMES: HIST

**UCEAP Quarter Units**

6.00

**UCEAP Semester Units**

4.00

**Course Description**

This course traces the origins, development, socio-cultural significance, and critical appreciation of the form from its beginnings in the amusement arcades to the mobile games of the present day. Considering video games as uniquely interactive visual sources, the course employs a diverse range of methods, approaches, and critical contexts, from the circumstances of socioeconomic national production in Japan, Europe, and the US to global gaming cultures, the representation of history, the video game's relationship to cinema, and the theoretical ways in which we might understand the nature of human leisure and play.

**Language(s) of Instruction**

English

**Host Institution Course Number**

HST6405

**Host Institution Course Title**

VIDEO GAMES: HISTORY, CULTURE AND REPRESENTATION FROM PAC-MAN TO POKEMON

**Host Institution Course Details**

<https://www.qmul.ac.uk/history/modules/items/hst6405---video-games-history-cult...>

**Host Institution Campus****Host Institution Faculty**

School of History

**Host Institution Degree****Host Institution Department**

**Course Last Reviewed**

2023-2024

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