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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