

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 Campus**Host Institution Faculty**

School of History

Host Institution Degree**Host Institution Department**[Print](#)