

# COURSE DETAIL

## GAMES AND PLAY

**Country**

Australia

**Host Institution**

University of Sydney

**Program(s)**

University of Sydney

**UCEAP Course Level**

Upper Division

**UCEAP Subject Area(s)**

Film & Media Studies

**UCEAP Course Number**

140

**UCEAP Course Suffix****UCEAP Official Title**

GAMES AND PLAY

**UCEAP Transcript Title**

GAMES & PLAY

**UCEAP Quarter Units**

6.00

**UCEAP Semester Units**

4.00

**Course Description**

Computer games have emerged as distinctive cultural forms, with their own aesthetics, design cultures, user communities and academic study. This course uses historical and critical theories on games and play to explore how computer games work and to examine their complex interrelationships with culture. Drawing on readings from games studies, new media and design, a range of different games and use hands-on exercises are analyzed to develop game design concepts.

**Language(s) of Instruction**

English

**Host Institution Course Number**

ARIN3640

**Host Institution Course Title**

GAMES AND PLAY

**Host Institution Campus****Host Institution Faculty****Host Institution Degree****Host Institution Department**

Media and Communications

[Print](#)