

COURSE DETAIL

GAMES AND PHILOSOPHY

Country

Singapore

Host Institution

National University of Singapore

Program(s)

National University of Singapore

UCEAP Course Level

Lower Division

UCEAP Subject Area(s)

Philosophy

UCEAP Course Number

36

UCEAP Course Suffix**UCEAP Official Title**

GAMES AND PHILOSOPHY

UCEAP Transcript Title

GAMES & PHILOSOPHY

UCEAP Quarter Units

6.00

UCEAP Semester Units

4.00

Course Description

This course introduces how games serve as a medium for communicating philosophical ideas. The course answers questions such as what is freedom? Are moral dilemmas possible? and What is reality? Equally, philosophy can shed light on the nature of games. For instance, can games be art? What is skill and luck? What is the nature of artificial intelligence? This course serves to explore some of these issues, using games and philosophical texts in tandem to explore various issues about what it is to be a human, and what it is to be a gamer.

Language(s) of Instruction

English

Host Institution Course Number

PH2227

Host Institution Course Title

GAMES AND PHILOSOPHY

Host Institution Campus

Host Institution Faculty

Arts and Social Science

Host Institution Degree

Host Institution Department

Philosophy

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