COURSE DETAIL

GAMES OF HISTORIES
Country Singapore
Host Institution Singapore University of Technology and Design
Program(s) Singapore University of Technology and Design
UCEAP Course Level Upper Division
UCEAP Subject Area(s) History
UCEAP Course Number 111
UCEAP Course Suffix
UCEAP Official Title GAMES OF HISTORIES
UCEAP Transcript Title GAMES OF HISTORIES
UCEAP Quarter Units 6.00
UCEAP Semester Units 4.00

Course Description

History often serves as the dramatic backdrop for many popular computer games we play today. Yet such historical representations are often riddled with misrepresentations and inaccuracies. This course provides the historical knowledge necessary to build a credible and coherent history based story for video-games through the lens of some significant periods in European history such as the history of the rise and fall of the Roman Empire until Charlemagne and notable historical figures including Julius Caesar, Constantine the Great, Attila, and Theoderic. The course focuses on some already existing and very successful video-games, namely the three versions of the Total War video-game: “Rome: Total War” (2004) “Rome: Total War” (2005), “Attila: Total War” (2015). Through a better understanding of history, students acquire a firmer grasp of the value of historical knowledge and its rich potential for storytelling and the creation of compelling virtual worlds and online experiences.

Language(s) of Instruction
English

Host Institution Course Number
02.156DH

Host Institution Course Title
GAMES OF HISTORIES

Host Institution Course Details
https://hass.sutd.edu.sg/education/undergraduate-subjects/elective/02-156dh-gam...

Host Institution Campus

Host Institution Faculty

Host Institution Degree

Host Institution Department

Humanities, Arts, and Social Sciences

Course Last Reviewed
2023-2024

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