

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 Campus

Host Institution Faculty

Host Institution Degree

Host Institution Department

Humanities, Arts, and Social Sciences

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