

## COURSE DETAIL

### GAMING: PLAY, LEARNING AND SOCIETY

**Country**

Hong Kong

**Host Institution**

University of Hong Kong

**Program(s)**

University of Hong Kong

**UCEAP Course Level**

Lower Division

**UCEAP Subject Area(s)**

Sociology

**UCEAP Course Number**

37

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

GAMING: PLAY, LEARNING AND SOCIETY

**UCEAP Transcript Title**

GAMING: LEARN & SOC

**UCEAP Quarter Units**

5.00

**UCEAP Semester Units**

3.30

## Course Description

This course examines the theoretical and practical foundations of games and gamification and the game phenomenon from neural and cognitive perspectives. It covers the history and latest development of game studies; neural and cognitive theories of the game phenomenon; the concept of game; the psychological, social, economic, and educational benefits of game application; the potential harms and risks of gaming activities; the basic principles of game studies.

### Language(s) of Instruction

English

### Host Institution Course Number

CCHU9060

### Host Institution Course Title

GAMING: PLAY, LEARNING AND SOCIETY

### Host Institution Campus

### Host Institution Faculty

### Host Institution Degree

### Host Institution Department

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