

# COURSE DETAIL

## VIDEOGAMES: CULTURE, POLITICS, HISTORY

**Country**

United Kingdom - England

**Host Institution**

University of London, Royal Holloway

**Program(s)**

University of London, Royal Holloway

**UCEAP Course Level**

Upper Division

**UCEAP Subject Area(s)**

Film & Media Studies

**UCEAP Course Number**

121

**UCEAP Course Suffix**

N

**UCEAP Official Title**

VIDEOGAMES: CULTURE, POLITICS, HISTORY

**UCEAP Transcript Title**

VIDEOGAMES

**UCEAP Quarter Units**

6.00

**UCEAP Semester Units**

4.00

### **Course Description**

The course considers how gaming emerged from post-War and Cold War cultures and traces its development alongside a history of contemporary capitalism up to the present. It considers games and their relation to nationalism, gender and sexuality, class and intersectionality, among other things. The course asks students to analyze the complex relationships between political context and games. To do so they develop both deep historical knowledge of the industry and solid theoretical tools through which to understand it. Students consider fan cultures, online activism, and community building around the gaming industry.

### **Language(s) of Instruction**

English

### **Host Institution Course Number**

MA2050

### **Host Institution Course Title**

VIDEOGAMES: CULTURE, POLITICS, HISTORY

### **Host Institution Campus**

Royal Holloway

### **Host Institution Faculty**

### **Host Institution Degree**

### **Host Institution Department**

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