COURSE DETAIL

VIDEO GAMES: REMAKING REALITY
Country Australia
Host Institution University of Melbourne
Program(s) University of Melbourne
UCEAP Course Level Lower Division
UCEAP Subject Area(s) Film & Media Studies
UCEAP Course Number 24
UCEAP Course Suffix
UCEAP Official Title VIDEO GAMES: REMAKING REALITY
UCEAP Transcript Title VIDEO GAMES
UCEAP Quarter Units 6.00
UCEAP Semester Units 4.00

Course Description

This course examines video games, including the great games, the history, the techniques, and the future of this developing medium and industry. To understand the full picture of video games it is impossible to separate the commercial elements from the artistic and the technological from the social and mental. A wide range of disciplines need to be explored and the connections between them as well as looking at the game industry itself and how it is transforming. Each week will combine the issues that surround games and an overview of the best and most complex games from multi million dollar blockbusters to the new ‘art games’ and independent games that re-invent the concept of a game.

Language(s) of Instruction
English

Host Institution Course Number
CCDP10003

Host Institution Course Title
VIDEO GAMES: REMAKING REALITY

Host Institution Course Details
https://handbook.unimelb.edu.au/2024/subjects/ccdp10003

Host Institution Campus

Host Institution Faculty

Host Institution Degree

Host Institution Department

Course Last Reviewed
2024-2025

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