

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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