

COURSE DETAIL

WHY VIDEO GAMES MATTER

Country

China

Host Institution

Peking University, Beijing

Program(s)

Peking University

UCEAP Course Level

Upper Division

UCEAP Subject Area(s)

Film & Media Studies

UCEAP Course Number

108

UCEAP Course Suffix**UCEAP Official Title**

WHY VIDEO GAMES MATTER

UCEAP Transcript Title

WHY VIDEO GAMES MAT

UCEAP Quarter Units

3.00

UCEAP Semester Units

2.00

Course Description

This course will approach the interactive relationship between electronic games and society from multi-dimensional perspectives, including cultural history, technological history, art history, and intellectual history. Unlike conventional game-related or design courses that primarily focus on gameplay and mechanics, this course will not assume “game enthusiasts” as the students’ prior identity.

Language(s) of Instruction

Chinese

Host Institution Course Number

08430003

Host Institution Course Title

WHY VIDEO GAMES MATTER

Host Institution Campus

Host Institution Faculty

Host Institution Degree

Host Institution Department

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