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 Course Details
http://www.dean.pku.edu.cn/service/web/courseDetail.php?flag=1&zxjhbh=BZ2425108...

Host Institution Campus

Host Institution Faculty

Host Institution Degree

Host Institution Department

Course Last Reviewed
2024-2025

Print