COURSE DETAIL

LITERATURE AND GAMING
Country Korea, South
Host Institution Yonsei University
Program(s) Yonsei University
UCEAP Course Level Upper Division
UCEAP Subject Area(s) Film & Media Studies Comparative Literature
UCEAP Course Number 108
UCEAP Course Suffix
UCEAP Official Title LITERATURE AND GAMING
UCEAP Transcript Title LITERATURE&GAMING
UCEAP Quarter Units 4.50
UCEAP Semester Units 3.00

Course Description

This course, "Gaming, Esports, and Interactive Narratives," offers a comprehensive exploration of the gaming and esports landscape, covering the cultural, artistic, and technical dimensions of games. Students examine complex questions about games' potential to achieve a depth of character development and insight into the human experience comparable to novels or films. Through literary criticism, postmodern theory, and cinema studies, we analyze how interactive narratives and visual design contribute to unique player experiences. Additionally, students gain an advanced understanding of the cultural and aesthetic history of games. A distinctive feature of this course is its integration of industry expertise. Gen G—one of the largest and most innovative companies in gaming— provides guest lecturers throughout the semester, including influential figures from the gaming industry, professional gamers, and experienced developers. These guest speakers offer valuable insights into the latest trends, challenges, and innovations shaping the gaming industry today. Guided by a "learning by doing" philosophy and a problem- and project-based learning (PBL) approach, students explore interactive narrative design and develop advanced game literacy. Hands-on assignments introduce students to the game development process, emphasizing game design principles and team collaboration. Through this approach, students understand the diverse roles within a game development team, gaining insights into how each role contributes to the overall design and player experience—laying the foundation for creative and collaborative project work.

Language(s) of Instruction
English

Host Institution Course Number
KOR3530

Host Institution Course Title
LITERATURE AND GAMING

Host Institution Course Details

Host Institution Campus
Host Institution Faculty
Host Institution Degree
Host Institution Department
Course Last Reviewed 2024-2025

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