

# COURSE DETAIL

## VIDEO GAMES: CREATIVE AND CRITICAL WRITING

**Country**

United Kingdom - England

**Host Institution**

University of Sussex

**Program(s)**

University of Sussex

**UCEAP Course Level**

Upper Division

**UCEAP Subject Area(s)**

English

**UCEAP Course Number**

165

**UCEAP Course Suffix**

N

**UCEAP Official Title**

VIDEO GAMES: CREATIVE AND CRITICAL WRITING

**UCEAP Transcript Title**

VIDEO GAMES:WRITING

**UCEAP Quarter Units**

6.00

**UCEAP Semester Units**

4.00

### **Course Description**

The course introduces seminal examples, key texts of game theory and relevant critical theory. Students consider the creative aspects of writing for games including: narrative and storyboards, world building, shooting/scripts, characters and avatars, players, virtuality and corporeality, queer feminist game play, play addiction, and algorithms and chance.

### **Language(s) of Instruction**

English

### **Host Institution Course Number**

Q3317E

### **Host Institution Course Title**

VIDEO GAMES: CREATIVE AND CRITICAL WRITING

### **Host Institution Course Details**

<https://www.sussex.ac.uk/study/modules/undergraduate/2023/99698-video-games-cre...>

### **Host Institution Campus**

### **Host Institution Faculty**

### **Host Institution Degree**

### **Host Institution Department**

English

### **Course Last Reviewed**

2024-2025

[Print](#)