

COURSE DETAIL

GAME SEMINAR

Country

Singapore

Host Institution

Nanyang Technological University

Program(s)

Nanyang Technological University

UCEAP Course Level

Upper Division

UCEAP Subject Area(s)

Art Studio

UCEAP Course Number

120

UCEAP Course Suffix**UCEAP Official Title**

GAME SEMINAR

UCEAP Transcript Title

GAME SEMINAR

UCEAP Quarter Units

4.50

UCEAP Semester Units

3.00

Course Description

In this advanced third-year course, students apply play theory, game mechanics, and game design techniques to create a game that engages meaningfully with an aspect of society. Students examine a range of roles that digital games play in society, including simulation, training, education, and entertainment, and identify a context that a digital game could respond to. The final project of this course is to produce a working game prototype that clearly demonstrates a meaningful response to the societal context that was identified through research analysis. This course has prerequisites.

Language(s) of Instruction

English

Host Institution Course Number

DT3017

Host Institution Course Title

GAME SEMINAR

Host Institution Course Details

<https://www.ntu.edu.sg/adm/programmes/undergraduate-programmes/bachelor-of-fine...>

Host Institution Campus

Host Institution Faculty

Host Institution Degree

Host Institution Department

Art, Design and Media: Game

Course Last Reviewed

2025-2026

[Print](#)