COURSE DETAIL

IMAGINING THE SAMURAI: VIDEO GAMES AND HISTORY
Country Singapore
Host Institution National University of Singapore
Program(s) National University of Singapore
UCEAP Course Level Upper Division
UCEAP Subject Area(s) Japanese Film & Media Studies
UCEAP Course Number 115
UCEAP Course Suffix
UCEAP Official Title IMAGINING THE SAMURAI: VIDEO GAMES AND HISTORY
UCEAP Transcript Title IMAGINING SAMURAI
UCEAP Quarter Units 6.00
UCEAP Semester Units 4.00

Course Description

This course explores how games such as Ghost of Tsushima and Rise of the Rōnin have become one of the key vehicles through which people in Japan and across the world encounter the samurai and compares these depictions to historical realities. Students investigate how and why the samurai emerged as a distinct group, how they changed across Japan's long history and the evolving and selective nature of samurai representations. As a final project, students collaborate to design their own samurai-themed video games.

Language(s) of Instruction
English

Host Institution Course Number
JS2235

Host Institution Course Title
IMAGINING THE SAMURAI: VIDEO GAMES AND HISTORY

Host Institution Course Details
http://nusmods.com/courses/JS2235/imagining-the-samurai-video-games-and-history

Host Institution Campus

Host Institution Faculty

Host Institution Degree

Host Institution Department
Japanese Studies

Course Last Reviewed
2025-2026

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