

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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