COURSE DETAIL

LANGUAGE AND GAMING
Country Korea, South
Host Institution Yonsei University
Program(s) Yonsei University
UCEAP Course Level Upper Division
UCEAP Subject Area(s) Korean
UCEAP Course Number 104
UCEAP Course Suffix
UCEAP Official Title LANGUAGE AND GAMING
UCEAP Transcript Title LANGUAGE AND GAMING
UCEAP Quarter Units 4.50
UCEAP Semester Units 3.00

Course Description

This course investigates how language shapes communication, organizes interaction, and builds community in online game cultures, with particular attention to two popular Korean games: MapleStory (MMORPG) and League of Legends (MOBA).

Please note that students are expected to demonstrate a clear interest in acquiring gameplay proficiency in these games and must be willing to participate in structured, designated group play sessions. This course is not recommended for students without prior gaming experience.

The first half of the semester focuses on MapleStory alongside individual assignments and a midterm, while the second half pivots to structured League of Legends team play and group-based projects.

Through lectures, assigned readings, fieldwork in PC bangs, and collaboration with Gen.G's GGX facility, students analyze how game genres, platforms, and play spaces structure linguistic practices, social norms, and player identities.

By the end of the course, students are able to: analyze how language functions in online games (commands, politeness, toxicity, role talk, jargon) using basic tools from pragmatics and discourse analysis; compare MapleStory and League of Legends as distinct "linguistic ecologies," showing how genre and tempo shape communication; conduct small-scale empirical studies of game-related communication (in-game chat, voice, Discord, PC-bang interaction, esports events); reflect critically on PC-bang and esports spaces, connecting them to broader debates about youth, stigma, and digital culture in Korea; and work collaboratively in teams to gather, interpret, and present language data from League of Legends.

Language(s) of Instruction
English

Host Institution Course Number
KOR3996

Host Institution Course Title LANGUAGE AND GAMING
Host Institution Course Details
Host Institution Campus
Host Institution Faculty
Host Institution Degree
Host Institution Department
Course Last Reviewed 2025-2026

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