

# 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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