HUM 268: DIGITAL GAMES CULTURE

Transcript title

Digital Games Culture

Credits

4

Grading mode

Standard letter grades

Total contact hours

40

Lecture hours

40

Recommended preparation

WR 121Z.

Course Description

This course will approach digital games through an academic sociocultural lens, identifying key elements of evolving game studies theory, which considers digital game design, digital games play and digital games as a cultural practice that, in addition to play/entertainment, offers a new and developing medium for story-telling and learning.

Course learning outcomes

- 1. Students will be able to identify primary digital game types and their basic characteristics;
- 2. Students will become familiar with significant moments/events/ developments in digital games history;
- 3. Students will become familiar with significant entities—individuals, associations, organizations, publications—in the digital games culture ecosystem: Designer, Player, Critic, Theorist;
- 4. Students will establish a vocabulary for and think critically about game design and game criticism;
- 5. Students will become familiar with current theoretical approaches of study taken relative to digital games, most specifically the ludology versus narratology debate;
- Students will become familiar with the debate about whether games qualify as art and think critically and draw conclusions about this debate based on a recent gameplay experience;
- 7. Students will identify and assess the credibility of controversial issues society often associates with digital games culture.

General education/Related instruction lists

· Arts and Letters