GCIN2012
Introduction to Video Game Studies
6 credits - total learning hours: 150

Session A: June 25 – July 13, 2018
10:00 to 13:00, Mon-Fri

Course Description
This course is an introduction to the exciting new field of video game studies. The course starts with tracing the historical background and recent development of the video game industry, followed by discussions on the major methods and approaches used to analyze video games as a cultural product. Through in-depth and comparative study of video games in social, economic, aesthetic, psychological, and gender perspectives, the course aims to engage students in a critical discourse on the major debates surrounding the medium.

Aims and Objectives
1) To provide students a broad understanding of video games and video game studies
2) To encourage students to critically examine video games as a cultural product
3) To familiarize students with the different approaches to the study of video games

List of Topics to be covered in meetings
1) What is Game
2) History of Video Games
3) Japanese Video Games Industry
4) Video Games as Cultural Objects
5) Localization and Censorship
6) Player Culture
7) Online Games and Communities
8) E-Sport
9) Controversial Issues

Teaching resources
Egenfeldt-Nielsen, S., Smith, J.H. and Tosca, S.P. (2008). *Understanding Video Games: The Essential Introduction*. London: Routledge.
Donovan, T. (2010). *Replay: The History of Video Games*. East Sussex: Yellow Ant

(Please note the topics and teaching resources may vary and are provided here as a guide.)

Assessment
100% coursework

Learning outcomes:

On successful completion of the course, students should be able to:
1) Demonstrate the ability to examine the historical background and recent development of the video games industry
2) Demonstrate the ability to study video games through a wide range of academic perspectives
3) Demonstrate the ability to compare video games with other popular cultural products