

GAME STUDIES (GAME)

GAME 2010 Foundations of Gaming (1-2 Credits)

This course introduces students to foundational concepts in gaming from an interdisciplinary perspective. Students will explore what a game is and how games make interdisciplinary connections. Students will be invited to bring their passion, values, and lived experience to think critically through the challenges and opportunities in the rapidly-evolving field of gaming. Restricted to Gaming LLC Students.

GAME 2011 Applications in Gaming (1-2 Credits)

Games are as old as human culture, and their ongoing evolution makes them increasingly relevant to both human connection and the public good today. This course provides students with opportunities to explore how games connect with cultures and histories across the globe. In considering applications of gaming, students will engage with principles of ethics, inclusion, and equity in game development and gaming culture. Restricted to Gaming LLC Students. Prerequisite: Foundations of Gaming.

GAME 2012 Future Directions in Gaming (1-2 Credits)

This course challenges students to look to the future of gaming for the public good, addressing key questions such as: How do games intersect with large challenges and opportunities facing the world? How do we engage with the designers and players across games to advance the public good? Students will critically examine how game design and play intersect with concepts of the public good. Students will explore their agency in designing and using gaming as a strategy for public good discovery; and make connections with local industry professionals. Restricted to Gaming LLC Students. Prerequisite: Applications of Gaming.