

University of Arkansas - Fort Smith
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General Syllabus

MCOM 38033 Digital Games and Culture

Credit Hours: 3

Lecture Hours: 3

Laboratory Hours: 0

Prerequisite: MCOM 12003 Introduction to Media Communication or consent of instructor. Effective Catalog: 2018-2019

I. Course Information

A. Catalog Description

History, design, development, and distribution of digital games. Focus is on ethics, controversies, economics, and societal impact of the gaming industry and subsequent development of a gaming/gamer 'subculture'.

B. Additional Information – None

II. Student Learning Outcomes

A. Subject Matter

Upon successful completion of this course, the student will be able to:

1. Analyze and understand the differences between game and play.
2. Identify the key developments in digital game development.
3. Discuss the value of examining video games to improve learning.
4. Analyze and evaluate digital games from various genres.
5. Analyze and evaluate the development of a gaming/gamer subculture.

B. University Learning Outcomes (ULO)

This course enhances student abilities in the following areas:

Communication Skills (written and oral)

Students will be able to communicate effectively about the impact of games and/or simulations on an aspect of society.

Analytical Skills

Critical Thinking Skills: Students will draw conclusions and/or solve problems associated with games through critical review of historical and/or contemporary digital games.

Ethical Decision Making

Students will analyze ethical dilemmas associated with games, simulations, and/or virtual worlds through oral presentation supported by presentation software.

Global and Cultural Perspectives

Students will reflect upon cultural or global differences and their implications for interacting with people from cultures other than their own associated with games, simulations, and/or virtual worlds.

III. Major Course Topics

- A. Games as academic subject
- B. History of games and play in culture
- C. Game cultures as subcultures
- D. Games as a digital pop culture media
- E. Action games of 1970s, adventure games of 1980s, three-dimensionality in 1990s, contemporary advancements
- F. Gaming devices - development, history, advancements
- G. Immersive learning simulations
- H. Various game genres
- J. Critical Academic Game Writing vs Pop Culture Game Writing