

## Course: Game Studies and Future

credits: 5

|                     |                         |                          |  |
|---------------------|-------------------------|--------------------------|--|
| <b>Course code</b>  | CMVB18VIR3              | <b>Modes of delivery</b> | Practical / Training                       |
| <b>Name</b>         | Game Studies and Future | <b>Assessments</b>       | Game Studies and Future - Other assessment |
| <b>Study year</b>   | 2022-2023               |                          |  |
| <b>ECTS credits</b> | 5                       |                          |  |
| <b>Language</b>     | English                 |                          |  |
| <b>Coordinator</b>  | E. Koen                 |                          |  |

### Learning outcomes

A3 (level 2): The CMDer acquires knowledge on the domain, seeks relevant theories, analyzes technological developments and understands the possibilities therein for the purposes of solving a structured problem

G1 (level 2): The CMDer is able to demonstrate the necessary written English skills to produce reports, essays, and other professional forms of writing with a sufficient level of proficiency.

#### *The student:*

- can place different Media and ICT tools within the context of their own professional field and identify new developments, based on critical analysis.

H1 (Level 2): The CMDer knows personal strengths and weaknesses, formulates learning goals, reflects on these taking responsibility for personal conduct, and (re)directs themselves for the purposes of learning

I1 (level 2): The CMDer shows a researching attitude (with activities and abilities) under guidance

### Content

Every week you will either read or debate about various relevant game studies and game future topics. In class you will go into a critical debate with other students and once present your own personal research. With this course you will gain deeper understanding of games while learning to think critically about games and their future.

In this course, you are able to lay out the foundations for an important number of issues related to the past, present, and future of games. At the core of this course are the following topics:

- Additional focus on reading and writing in English
- Learning how to read and digest scientific articles
- Critical thinking
- Analysing existing games
- Looking at current and future innovations in game design and technology"

In each week's session, you will prepare for the topic at hand by studying and analysing the material presented. In class you will go into a critical debate with other students and once present your own personal research. With this course you will gain deeper understanding of games while learning to think critically about games and their future.

This course is assessed by an individual essay (70%) and active participation in the in-class debates (30%).

### Included in programme(s)

Communication & Multimedia Design, Major Game Design

### School(s)

School of Communication, Media & IT