

Course Unit Descriptor

Study Programme: Video Game Design			
Course Unit Title: History of Video Games			
Course Unit Code: IVI			
Name of Lecturer(s): Maravić M. Manojlo			
Type and Level of Studies: Undergraduate academic studies			
Course Status (compulsory/elective): Compulsory			
Semester (winter/summer): Winter/summer			
Language of instruction: English			
Mode of course unit delivery (face-to-face/distance learning): Face-to-face			
Number of ECTS Allocated: 4			
Prerequisites: None			
Course Aims: Introduction to the history of video games in the 20th century (video games, game designers, video game industry).			
Learning Outcomes: Students are able to comprehend the history of video games and to understand contemporary games in their historical context.			
Syllabus:			
<i>Theory</i>			
The course covers important events in the history of video-games, from their precursors coin-operated machines and pinball to new trends in gaming in multimedia platforms.			
<i>Practice</i>			
Students will, following their own preferences, work on various topics in their seminar papers and presentations.			
Required Reading: Kent, Steven: <i>The Ultimate History of Video Games: From Pong to Pokemon: The Story Behind the Craze That Touched Our Lives and Changed the World</i> , The Three Rivers Press, New York, 2001. Dustin, Hansen: <i>Game On! Video Game History From Pong and Pac-Man to Mario, Minecraft, and More</i> , Macmillan Publishing Group, New York, 2016.			
Weekly Contact Hours: 2	Lectures: 2	Practical work: 0	
Teaching Methods:			
Group lectures with the use of supplementary teaching and video material.			
Knowledge Assessment (maximum of 100 points): 100			
Pre-exam obligations	points	Final exam	points
Active class participation	10	written exam	50
Practical work		oral exam	
Preliminary exam(s)		
Seminar(s)	40		
The methods of knowledge assessment may differ; the table presents only some of the options: written exam, oral exam, project presentation, seminars, etc.			