

Course Unit Descriptor

<b>Study Programme:</b> Video Game Design			
<b>Course Unit Title:</b> Video Game Studies			
<b>Course Unit Code:</b> SVI			
<b>Name of Lecturer(s):</b> Maravić M. Manojlo			
<b>Type and Level of Studies:</b> Undergraduate academic studies			
<b>Course Status (compulsory/elective):</b> Compulsory			
<b>Semester (winter/summer):</b> Winter/Summer			
<b>Language of instruction:</b> English			
<b>Mode of course unit delivery (face-to-face/distance learning):</b> Face-to-face			
<b>Number of ECTS Allocated:</b> 4			
<b>Prerequisites:</b> None			
<b>Course Aims:</b> The aim of this course is to provide students with theoretical knowledge about video games as a new medium/space of social relations; to understand their significance and function in contemporary media culture.			
<b>Learning Outcomes:</b> After completing this course, students will be competent to follow new theoretical knowledge in the field of video game studies.			
<b>Syllabus:</b>			
<i>Theory</i>			
The course will cover basic theoretical problems and topics of Video Game Studies, such as: different epistemological positions, interactivity, virtual worlds as utopian or dystopian spaces, militarism, gender and racial politics in video games, relations of video games and art, immersion and body extensions, moral and media panics, escapism and addiction and video games in education.			
<i>Practice</i>			
Students are directed towards individual and critical thinking about the social and cultural aspects of video games and applying acquired knowledge to understanding their own work in the context of the presented problems.			
<b>Required Reading:</b> Dovey, Jon and Kennedy, W., Helen, <i>Game Cultures: Computer Games as New Media</i> , Open University Press, Berkshire, England, 2006. Raessens, Joost and Goldstein, Jeffrey (eds.), <i>Handbook of Computer Game Studies</i> , The Mit Press Cambridge, Massachusetts London, England, 2005.			
<b>Weekly Contact Hours:</b> 2	<b>Lectures:</b> 2	<b>Practical work:</b> 0	
<b>Teaching Methods:</b>			
Group lectures with the use of supplementary teaching and video material.			
<b>Knowledge Assessment (maximum of 100 points):</b> 100			
<b>Pre-exam obligations</b>	points	<b>Final exam</b>	points
Active class participation	10	written exam	
Practical work		oral exam	50
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.