



The University of Suwon

Gaming & Society (e-learning)- Autumn 2019

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Course introduction

Can video games have effect on modern day society? This course is designed to introduce students to the impact of video games and its marketing on modern society, while offering a practical approach toward discussion and research on the growing cultural phenomenon.

Course objectives

After completing the course, students will;

- Become aware of the impact of the gaming industry
- Evaluate outcomes and possibilities for the media
- Explain ideas or concept directly related to the social phenomena of gaming
- Being able to use information in new situations
- Provide the students with an insightful view on various aspects of gaming in and outside of Korea.

Course language

This course is taught completely in English. Students will need to have a good level of English to read and understand the contents and to complete the assignments.

Course format

This course is online. 3 hours/week are taught online. (Lecture / Discussion / Video & Audio)

Course guidelines, requirements and expectations

All students must;

- Use the required text/material and download or prepare any other materials required by the teacher.

- Act respectfully and courteously in class at all times.
- Place all handphonses on **silent** and **do not use them** unless asked to by the teacher.
- Attend and participate actively in lessons.
- Complete all required readings, assignments and exams.

Required texts/materials

All required materials are online (Blackboard)

Course website

<https://blackboard.suwon.ac.kr/>

<http://ic.suwon.ac.kr/>

Course policies

To complete a course, students must attend at least 75% of classes. That is, if students miss a course **more than four times**, they will fail the course.

Absences:

- There are NO excused absences

Lateness:

- 3 times late = 1 absence.
- Students who arrive late should tell the teacher if attendance has already been taken.

Assessment:

- Missing any assessments results in an automatic F for the class.
- Assessment will be by class participation, presentation, exam and written essay.
- Makeup exams are allowed but will be docked points.
- Cheating is not tolerated and will result in an automatic F.

Grading:

- Quizzes / Discussions: 20%
- Attendance / Participation: 20%
- Midterm assessment: 30%
- Final assessment: 30%

NOTE: The course will be graded on a curve (*relative grading*).

Elective Schedule

Date	Lesson content
Week 01	Introduction (Class Rules & Self Introduction)
Week 02	Short History of Gaming: The Evolution of Video Game Consoles
Week 03	Short History of Gaming 2: Most Influential Games
Week 04	From Console to Big Screen: Movies Based on Games
Week 05	Digital Celluloid: Games Inspired by Cinema
Week 06	Analysing Game Genres
Week 07	Game Marketing & Advertising
Week 08	Midterm Exam
Week 09	E-Athletes & E-Sports
Week 10	The Rise of Vloggers & Reviewers
Week 11	The Rise of Indie Developers
Week 12	The Growing Market of Mobile Gaming
Week 13	Ratings & Censorship
Week 14	The Future: VR & AR
Week 15	Final Exam
Week 16	Make-up Week

NOTE: The course content listed above is subject to change.