

Division of Humanities
Tentative Course Syllabus

Course Code: HUMA 1221
Course Title: Introduction to Game Studies
Course Offered in: Spring 2026
Course Instructor: Prof K. T. WONG

Course Description:

This course presents an introduction to critical game studies, focusing on digital games. In addition to analyzing games as interactive media, this course also introduces students to analytical tools to engage with game production, industrial entities, and player communities. Emphasizing the applicability of these tools, students will examine case studies drawn from a global context, focusing on the cultural, historical, political, and economic conditions in which they operate. As an introductory course, this course aims to introduce students to key texts that shaped the field of game studies while connecting them to contemporary issues that signal the future directions of the field.

Course Intended Learning Outcomes (ILOs):

	Course ILOs
1	Define key concepts and theories in the field of game studies
2	Explain how games represent us and the world around us, as well as the underlying forces that shape such representation
3	Explain how the game industry functions as an agglomeration of institutions with a constantly shifting balance of power
4	Explain how players differently engage with and negotiate their identities through the videogames
5	Apply concepts and theories learned in this course to contemporary gaming issues

Division of Humanities
Tentative Course Syllabus

Course Outline:

Week	Topics
1	Course Intro
2	Game Analysis
3	Game History
4	Regional Game Studies
5	Soft Power in Games
6	Game Industries
7	Midterm
8	Game Production
9	Women in Games
10	Queerness in Games
11	Gold Farming
12	Esports
13	Finals

Planned Assessment Tasks:

Mid-term test 30%

Final exam 30%

Written assignment 20%

Attendance 10%

Weekly Quizzes 10%

Division of Humanities
Tentative Course Syllabus

Readings:

1	Simon Egenfeldt-Nielsen, Jonas Heide Smith, and Susana Pajares Tosca. <i>Understanding Video Games: The Essential Introduction</i> , Fifth Edition. Routledge, 2024
2	<i>Game Production Studies</i> , edited by Olli Sotamaa and Jan Švelch, 179-195. Amsterdam University Press, 2021.