102 學年第 1 學期 電子遊戲與社會 Digital Games and Society 課程綱要

課程名稱：（中文）電子遊戲與社會		開課單位	傳科系
（英文）Digital Games and Society		永久課號	DCT3082
授課教師： 林日璇			

學分數	3	必/選修	選修	開課年級	3

先修科目或先備能力：

選修的同學應具備英文基本的聽說讀寫能力

課程概述與目標：

Can you believe that you are going to learn while enjoy playing video games? You will play different types of different games as your homework and critically analyze the impact on individuals and the society.

You should be taking this course if you are interested in understanding the history and development of the digital game industry, playing games thoughtfully, or evaluating the social, cultural and educational impact of games. This course provides an overview of digital games from an interdisciplinary perspective, including as an economic powerhouse, a cultural artifact, an educational tool, and a persuasive tool. This course introduces you to the history of video games, a variety of game genres, and discusses the social, psychological, and economic impact of these genres.

Course Goals
·   Provide a brief historical overview of digital games
·   Examine the structure and dynamics of the digital games industry and their market
·   Review different theoretical approaches (game, play, and media theories) to digital games as cultural forms
·   Examine the social and psychological impacts of digital game content critically, including violence, gender and race stereotype, etc.
·   Explore the emerging online gaming, identity and representation within games and game-playing communities
·   Discuss the use of digital games for educational and persuasive purposes
Learning Outcomes
By the end of the semester, you should be able to critically respond to the following questions in a scholarly way:

·   How is the gaming industry developed?
·   What is play? What is a digital game?
·   What is fun? Why are some games fun and others boring?
·   Does violent content in digital games really make people aggressive?
·   Does video game playing reinforce gender stereotypes?
·   How is the gaming industry operated?
·   How are societal norms reflected in game design and how do game-playing patterns reflect social codes and norms?
·   How are digital games used for advertising and advocacy?
·   How are playing a game and learning connected?

教科書（請註明書名、作者、出版社、	We don't have a textbook for this course and all readings are online free of charge. URLs are provided in the syllabus for some readings. Some other

出版年等資訊）	readings are PDF files you can download from the weekly folder under the reading folder on E-campus. You need to have Acrobat Reader installed to access these readings.

課程大綱		分配時數				備註
單元主題	內容綱要	講授	示範	習作	其他	

教學要點概述：

1.學期作業、考試、評量
40% Written assignments and comments 400 pts
30% Final Group presentation (100pts) and final paper (200 pts)
15% In-class group discussion and presentation 150 pts
15% Exam 150pts

2.教學方法及教學相關配合事項(如助教、網站或圖書及資料庫等)
I will teach the course in English. This course will include readings, one exam, in-class group discussion, written assignments and commenting on other students' written assignments, group presentation and group final paper. You must be prepared to put in the time to play a variety of games and reflect on your play experiences and the impact of the games in discussion, written assignments, presentation, and final paper. Hopefully, the hard work of this class will also be hard fun!

師生晤談	排定時間	地點	連絡方式
	Immediately after class or by appointment	客家文化學院 HK219 B 研究室	tammylin@nctu.edu.tw

每週進度表

週次	上課日期	課程進度、內容、主題
1	9/17/2013	Introduction to class
2	9/24/2013	History of video game 1: Early days
3	10/1/2013	History of video game: Golden Age, great crash, and rebirth
4	10/8/2013	Topic1 : Game genre, interface, and platforms Assignment 1 due
5	10/15/2013	Topic2: Gamers and social play
6	10/22/2013	What is game? What is play? Why play game? What is fun? Why is it fun?
7	10/29/2013	Gender and race in video game
8	11/5/2013	Violence in video games
9	11/12/2013	Review/ discuss of recent video game effect research/Catch up
10	11/19/2013	Mid-term examOnline games: World of Warcraft and Second Life/ Gamer identity and character identification
11	11/26/2013	Virtual economy, governance, and intellectual property in game

12	12/3/2013	Digital game in Asia
13	12/10/2013	Digital game and advertising, advergames, mobile games, casual games, and online network site games
14	12/17/2013	Game industry/What video games teach us about learning?
15	12/24/2013	Other prosocial uses of games: Games for health, games for social change
16	12/31/2013	Group presentation part 1
17	1/7/2014	Group presentation part 1
18	1/14/2014	Group presentation part 2

※ 請同學遵守智慧財產權觀念及勿使用不法影印教科書。

備註：

1. 其他欄包含參訪、專題演講等活動。
2. 請同學遵守智慧財產權觀念及勿使用不法影印教科書。

回上一 [Top]