

GAME STUDIES (GST)

GST202 / Games, Culture and Aesthetics**3 Credits / 3.0 Periods for Lecture**

Considers games as artifacts and expressions of our basic consciousness, humanity, and potential. Explores through the lens of world cultures such concepts as values, power relations, gender roles, arts, aesthetics, and desire. Compares games across cultural, temporal, geographic, and linguistic divides, for the purpose of examining and appreciating the experiences, contributions, and values of diverse populations, as conveyed through the global phenomenon of games.

Prerequisites: A grade of C or better in RDG100, or RDG100LL, or (RDG100AA and RDG100AB and RDG100AC), or RDG111, or RDG112, or RDG113, or eligibility for ENG101 as indicated by appropriate writing assessment test score.

Fulfills: Global Awareness [G]; Global Awareness [G]-in combo; Humanities, Arts and Design [HU]; Humanities, Arts and Design [HU]-in combo

Division: Composition, Creative Writing, and Literature