

WHAT IS THE MEANING OF LIFE?

WHAT IS THE MEANING OF SECOND LIFE?

FIND OUT HERE!

VIDEOGAMES AND VIRTUAL WORLDS



COMM 580 SPRING 2009
PROF. TAYLOR

A GIANT GLOBAL INDUSTRY!

A CULTURAL PHENOMENON!

A POLITICAL HOT POTATO!



In this course, we will explore the economic and social meaning of the videogame industry and the culture of video gaming. We will consider electronic games ranging from simple games played on small hand-held devices to complex games made for PCs or gaming consoles. We will explore genres, such as sports, fantasy, and first person shooters. We will “visit” virtual worlds, look at “serious games,” and consider the political and national security aspects of the gaming industry. However, the course is not about the games themselves. Our discussions will cover the history of leisure, the growth of the industry, and the evolution of the dominant firms, as well as the political controversies that surround them. Ultimately, we will address the social and cultural meaning of games and the videogame industry in the global information society.

WHEN IT COMES TO “READING” VIDEOGAMES, ARE YOU A NARRATIVIST OR A
LUDIST? CAN’T DECIDE? – WE’RE HERE TO HELP!

BEING A “GAMER” IS NOT A PREREQUISITE.
CURIOSITY ABOUT THIS NEW AND POWERFUL MEDIUM IS.

THURSDAYS 9:05 A.M. TO 12:05 P.M., ROOM 24 CARNEGIE
CLASS LIMITED TO 15