

DISCIPLINE DESCRIPTION

1. Information about the program

1.1 Higher education institution	Babeş-Bolyai University
1.2 Faculty	Political, Administrative and Communication Sciences
1.3 Department	Journalism
1.4 Field of study	Communication sciences
1.5 Level of study	Master
1.6 Study program / Qualification	Digital Media and Game Studies

2. Information about the discipline

2.1 Discipline title	Fundamentals of Game Studies / Fundamentele studiului jocurilor						
2.2 Course lecturer	Lect. univ. dr. George Prundaru						
2.3 Seminar assistant	Lect. univ. dr. George Prundaru						
2.4 Year of study	1	2.5 Semester	I	2.6. Evaluation type	E	2.7 Discipline type	OBL

3. Total estimated time (hours of didactic activities per semester)

3.1 Number of hours per week	3	of which: 3.2 course	2	3.3 seminar/laboratory	4
3.4 Total hours in the study plan	42	of which: 3.5 course	28	3.6 seminar/laboratory	14
Time distribution:					hrs
Studying the manual, course reader, bibliography and notes:					42
Supplementary documentation in the library, on electronic platforms and in the field:					14
Preparing seminars/laboratories, homework, syntheses, portfolios and essays:					36
Tutorials					14
Examinations					2
Other activities:					
3.7 Total hours of individual study	108				
3.8 Total hours per semester	150				
3.9 Number of credits	6				

4. Prerequisites (where applicable)

4.1 based on the curriculum	•
4.2 based on competences	•

5. Conditions (where applicable)

5.1 for the course	• Room with a video projector/ digital display and Internet connection
5.2 for the seminar/laboratory	• Room with a video projector/ digital display and Internet connection

6. Accumulated specific competencies

Professional competencies	<ul style="list-style-type: none"> • Critically compare entertainment products in different media • Recognize and use theories and concepts in the field of interactive media and game studies • Understand and explain the impact of games on society and individuals • Understand how games can be explored for communication purposes
Transversal competencies	<ul style="list-style-type: none"> • Solving, in a realistic manner, with both theoretical and practical argumentation, of common professional situation, in view of an efficient and deontological solution. • Making the most out of the currently available communication opportunities

7. Discipline objectives (from the accumulated competencies grid)

7.1 General objective	<ul style="list-style-type: none"> • Examine the role of games and players in culture and society
7.2 Specific objectives	<ul style="list-style-type: none"> • Understand the history of digital games in the cultural context • Analyze games as a means of expression • Categorize social phenomena surrounding digital games • Identify the effects of culture and society on the form and content of the medium • Reflect on the effect of games on contemporary culture and society

8. Contents

Bibliography		
8.1 Course	Teaching methods	Observations
1. Defining games	Discussion	
2. A history of digital games	Multimedia presentation	
3. The game industry	Multimedia presentation	
4. Identity in games	Multimedia presentation Discussion	Player characters
5. Identity around games	Multimedia presentation Discussion	Players and gamers
6. Narrative vs interaction	Multimedia presentation Discussion	Walking simulators vs cookie clickers
7. Serious games	Multimedia presentation	
8. Images of reality in games	Multimedia presentation Discussion	
9. Games and violence	Multimedia presentation Discussion	
10. Virtual economies	Multimedia presentation Practical demonstration	
11. The business of video games	Multimedia presentation Practical demonstration	
12. Esports and watching games	Multimedia presentation Debate	
13. Newsgames	Multimedia presentation	
14. Final review	Discussion	

Bibliography
Aarseth, Espen J. 1997. *Cybertext: Perspectives on Ergodic Literature*. Baltimore: The Johns Hopkins University Press.
Juil, Jesper, *Half-Real. Video Games between Real Rules and Fictional Worlds*, MIT Press, London, 2005
Suits, Bernard, *The Grasshopper. Games, Life and Utopia*, University of Toronto Press, Toronto, 1978
Wolf, Mark J.P, and Bernard Perron, eds. 2008. *The Video Game Theory Reader 2*. London: Routledge.

8.2 Seminar		
1. Playing analogous	Application	
2. Playing digital	Application	
3. Playing alone	Application	
4. Playing with others	Application	
5. Playing against others	Application	
6. Playing reality	Application	
7. Playing for keeps	Application	

9. The corroboration of discipline contents with the expectations of epistemic community representatives, professional associations and representative employers in the study program’s corresponding field

- The understanding of interactive entertainment products is a valuable skill in the field of media and more and more in other professional fields, as digital communication is a necessity and interactive media, and games specifically are a very powerful medium for communicating information, emotion and experience.

10. Evaluation

Type of activity	10.1 Evaluation criteria	10.2 Evaluation methods	10.3 Weight in final mark
10.4 Course	Written examination	E	50%
10.5 Seminar/laboratory	Write an essay outlining a social phenomenon related to digital games, identifying its sources, manifestations and developments	C	50%

10.6 Minimum performance standard

- Follow and assess the literature in the field of game studies
- Build an argument explaining social and cultural phenomena surrounding digital games

Date Course lecturer signature Seminar assistant signature

Date of approval in the Department Head of department’s signature