GAM—GAMING

COLLEGE OF ARTS AND SCIENCES

GAM U110 Games and Society  
3 SH
Provides an historical and cultural perspective on games and other forms of interactive entertainment. Examines the present state and future directions of paper, card, and board games; physical games and sports; and video games. Introduces students to current issues, experiments, and directions in the field of game design. Through weekly lectures and small-group labs, students have an opportunity to develop a critical basis for analyzing game play. Coreq. GAM U111.

GAM U111 Lab for GAM U110  
1 SH
Accompanies GAM U110. Covers topics from the course through various exercises and experiments. Coreq. GAM U110.