General Information

Course name	Digital Games	ECTS Credits	4
		Semester	winter
Abbreviation	KSSFaK/DH/19	Year	1st, 2nd MA
Elective course			

Aims

The aim of the subject is to become familiar with the "new" and increasingly popular mass media. After completing his / her studies, the student should understand the relationship between the game and the culture, know the basic history of the creation and development of digital games, become familiar with the terminology related to digital games, especially in their genres and technology, and should know the quantitative and qualitative methods of digital game research; ludological and narratological approaches to digital game research. The student should be able to link the knowledge of the semiotics of digital games and its narrative attributes to the knowledge of literary subjects. Emphasis is placed on the hypercode and multimedia nature of digital games, and the student should understand the specificity of the process of adapting literary or film work to the digital game environment and vice versa. He should know the media market, the marketing use, and the "abuse" of digital games, and be familiar with the underlying issues and criticisms of digital games. Acquired knowledge should conclude in the effects of digital games on percipient and possibilities of interpreting digital games. The graduate of the course must be able to critically analyze and interpret the digital game as a mass media product.

Contents

1. Game and its relationship to culture (Huzing's Homo ludens, the role of play in language and literature, in law, in war, education, playful forms in philosophy and art, contemporary culture play
2. Introduction to the study of digital games (basic terms (interactivity, virtuality, immersion, ergodic literature, hypertext, gameplay, singleplayer, multiplayer, avatar ...) Game studies vs. Game theory, ludological and narratological approach, qualitative and quantitative methods of research.
3. History of digital games (creation, first games, development of gaming technologies)
4. A digital game as a hyperkode (a relationship between digital games and other semiotic systems: theater, music, literature, film, architecture, painting, sculpture, programming language); digital
game as art
5. Functions of digital game (ratio of aesthetic function to practical, theoretical and symbolic function in digital games); Educational function of digital games, competitive digital function games (digital games such as sports); Specificity of adaptation of literature and film to digital games
6. Digital game genres (action games, action adventure games, adventure games, role-playing, simulations, strategy, ...)
7. Content components of the digital game and their analysis and interpretation in the context of mass media communication (agenda setting in digital games, the problem of explicit violence and sexual graphics, stereotypes in digital game)
8. Media market, digital games marketing and distribution of digital games, advergaming
9. Media effects of digital games and their impact on pop culture; the most culturally influential game titles (Pokémon, Super Mario, Pac-man ...)
10. The future of digital games (VR technology, augmented reality, voice control ...)

Evaluation

Final grade will consist of evaluation of practical outcomes (40 %) and final test (60%).

Bibliography

AARSETH, E. "Computer Game Studies, Year One." In: Game Studies, 2001, v. 1.

AARSETH, E. Cybertext: Perspectives on Ergodic Literature. Baltimore: The Johns

BATES, Bob: Game Design. Cengage Learning PTR; 2 edition, 2004. ISBN 978-1592004935.

BERGERON, B. P. Developing serious games. Hingham: Charles River Media, 2006, 480 s.

ISBN 978-1584504443.

COLLINS, K. : Game Sound. An Introduction to the History, Theory, and Practice of Video

Game Music and Sound Design. The MIT Press, 2008. 200 s. ISBN 978-0- 262-03378- 7

DILLE, Flinth – PLATTEN, John Z.: The Ultimate Guide to Video Game Writing and Design.

Lone Eagle, 2008. ISBN 978-1580650663.

Available on the internet: http://www.gamestudies.org/0101/editorial.html [1. 6. 2007].

Hopkins University Press, 1997.

JUUL, J. A Causual Revolution – Reinventing Video Games And Their Players.London : The

MIT Press. 2010, 264 s. ISBN 978-0262517393.

JUUL, J. Half-real: video games between real rules and fictional worlds. Cambridge: MIT
Press,

2005, 248 s. ISBN 978-026- 2516-518.

MAGO, Z.: World of Advergaming. 1. vyd. Trnava : Fakulta masmediálnej komunikácie UCM
v

Trnave, 2016. 99 s. ISBN 978-80- 8105-814- 1.

MURRAY, J. Hamlet on the Holodeck: The Future of Narrative in Cyberspace. Cambridge:
The

MIT Press, 1998, 336 s. ISBN 978-0262631877

Other:

HUIZINGA, J.: Homo ludens. O původu kultury ve hře. Praha: Dauphin 2000. 300 s. ISBN

80-7272-020-1

ŠVELCH, J.: Počítačové hry jako nová média. In Mediální studia, roč. 2, č. 1, 2008, s. 8 – 35.

ISSN 1801-9978. Available on the Internet:
https://medialnistudia.files.wordpress.com/2011/08/