



This is an abridged sample syllabus. Information is subject to change. Full syllabus will be distributed to registered students when term begins.

ASIA_V 518 - New Media and Asia

Colleen Laird

Why does studying video games matter? How can we critically engage with video games? What can we discover at the intersection of Asian studies and video game studies? Designed with these three foundational questions in mind, this graduate seminar is an introduction to the study of video games with a focus on texts, markets, and player communities in Asia. Participants will engage with both core readings in video game studies as well as new research in area studies in order to analyze texts from their own geographic area and/or cultural context of interest. Students should be eager to cultivate a collaborative environment for learning and sharing technology, as well as an interest in developing best practices for 21st century digital scholarship. In addition to presentations, short methodology assignments, and a final research paper or project, participants will, under guidance, work together on a curation to submit to the online venue in media res.

Mode of Delivery: In Person

Sample Readings

Anable, Aubrey. *Playing with Feelings: Video Games and Affect*. Minneapolis: University of Minnesota Press, 2018.

Powers, Korine. "Playing Pregnant in Death Stranding." *Elo2020 Synchronous Talks*. July 3, 2020. <https://stars.library.ucf.edu/elo2020/asynchronous/talks/19/>.

"Contextualizing Player Two." In *Ready Player Two: Women Gamers and Designed Identity*. Shira Chess. University of Minnesota Press. 2017. (30 pages)

Assignments

Class Preparation and Contributions|10

Presentations x2|25

In Media Res Contribution|15

Methodology Assignments x4|20

Final Project|30