

CM 271: Games and Gaming in Society

This survey study of games and gaming in human culture and society brings together various methodologies and conceptual tools.

Credits: 3

Lecture Hours: 3

Program: Creative Media

Student Learning Outcomes:

- Analyze the connection between gaming and larger political, social, and psychological patterns in society.
- Conduct surveys and interviews with populations of gamers and major figures in current gaming trends.
- Calculate mathematical probabilities of success or failure in various games.
- Design an effective, balanced game that speaks to a population of gamers.