

BUAD 232: Introduction to Games

There are two broad goals for this course. The first is to provide an overview of digital games as a cultural form. This involves a historical account of their emergence in the mid-twentieth century, an inquiry into theories of play and their relationship to culture, the origins and evolution of game genres, and the changing nature of game development and the game industry to the present day. The second is to learn contextual and formal methods for the analysis of digital games and game-play.

Offered every semester via Rize/LCMC Consortium.

Credits: 3

Program: [Business Administration](#)