

Ryan Woldruff

### Inquiry into Videogames and Gaming Culture

From the first videogame in 1947 to the latest Nintendo Wii *Fit*, the videogame is an intriguing representation of both real and fantastically imagined procedural systems. This course will explore the relationship between videogames, gaming cultures, the future of the gaming industry, and you (the player). We will begin by examining videogames as cultural artifacts: the rise of arcade-style games (1970's), home console-based gaming in the 1980's, and the simultaneous progression of technology and gaming popularity over the last two decades.

In this class, you'll have a chance to analyze videogames, gaming cultures, explore the historical evolution of videogames, and conduct your own research into how gaming has effected your field of interest. In addition to traditional research, you will also have opportunities to create your own multimedia texts using videos, podcasts, Powerpoints, blogs, etc. The final project will include a unique game design component and a research component