

# North Hennepin Community College

## COMM 1550: Video Game Entertainment

### A. COURSE DESCRIPTION

Credits: 3

Lecture Hours/Week: 0

Lab Hours/Week: 0

OJT Hours/Week: \*.\*

Prerequisites: None

Corequisites: None

MnTC Goals: Goal 01 - Communication, Goal 06 - Humanities/Fine Arts

This course will examine the development of the video game industry and research on social effects of video game play. Issues discussed include video game violence, effects of gender and cultural representation, visual messages in gaming, pro-social relationships, and emerging technologies in gaming.

**B. COURSE EFFECTIVE DATES:** 10/29/2019 - Present

### C. OUTLINE OF MAJOR CONTENT AREAS

### D. LEARNING OUTCOMES (General)

1. Identify the importance of understanding audience response/perspective in creating in-game visual messages. (MnTC 1a, b, MnTC 6a, ELO1, ELO2).
2. Explain the role of semiotics in the design and execution of game narratives (MnTC 1a, MnTC 6c, e, ELO2, ELO4).
3. Conduct audience analysis and demographic research of a population and use this research to develop a proposal for a new video game (MnTC 1a, c, d, ELO1, ELO4).
4. Explain how to use visual design in video games to guide players and communicate an overall message. (MnTC 1b, d, f, MnTC 6c, d, ELO3, ELO4).
5. Design a character, storyboard, and environment to visually illustrate a scene from a proposed video game. (MnTC 6d, ELO3, ELO4).

## **E. Minnesota Transfer Curriculum Goal Area(s) and Competencies**

### Goal 01 - Communication

1. Understand/demonstrate the writing and speaking processes through invention, organization, drafting, revision, editing and presentation.
2. Participate effectively in groups with emphasis on listening, critical and reflective thinking, and responding.
3. Locate, evaluate, and synthesize in a responsible manner material from diverse sources and points of view.
4. Select appropriate communication choices for specific audiences.
5. Use authority, point-of-view, and individual voice and style in their writing and speaking.

### Goal 06 - Humanities/Fine Arts

1. Demonstrate awareness of the scope and variety of works in the arts and humanities.
2. Respond critically to works in the arts and humanities.
3. Engage in the creative process or interpretive performance.
4. Articulate an informed personal reaction to works in the arts and humanities.

## **F. LEARNER OUTCOMES ASSESSMENT**

As noted on course syllabus

## **G. SPECIAL INFORMATION**

None noted