Creation date: June 12, 2025
Revision date:

SAMPLE COURSE OUTLINE

Course Code, Number, and Title:

SOCI 1888: Games and Culture: all your base are belong to us

Course Format:
[Course format may vary by instructor. The typical course format would be:]

Lecture 3.0 h + Seminar 0.0 h + Lab. 0.0 h

Credits: 3.0 **Transfer Credit:** For information, visit bctransferguide.ca

Course Description, Prerequisites, Corequisites:

Students examine gaming from a sociological perspective, exploring how games are situated within a larger cultural context. Students examine gaming through sports, board games, and video games using various perspectives like race, gender, and classic ludic theory. Students analyse real world gaming by applying sociological perspectives to real world situations.

Prerequisites and Corequisites unavailable, please consult Department for details.

Learning Outcomes:

Upon successful completion of this course, students will be able to…

1. Analyse the socio-cultural aspects of gaming through real world examples.
2. Explain a variety of theoretical perspectives including of classic ludic and media theory.
3. Identify sociological and cultural trends in game development.
4. Situate gaming in a historical perspective.
5. Analyse real world gaming by applying sociological perspective to real world and hypothetical situations.
6. Use verbal and written skills to constructively challenge their own and other's ideas leading towards a deeper understanding of ourselves and our world.

Instructor(s): TBA
Office: TBA **Phone: (604) 323-XXXX**
Office Hours: TBA **Email: TBA**

Textbook and Course Materials:
[Textbook selection may vary by instructor. An example of texts and course materials for this course might be:]

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For textbook information, visit https://mycampusstore.langara.bc.ca/buy_courselisting.asp?selTerm=3|8

Note: *This course may use an electronic (online) instructional resource that is located outside of Canada for mandatory graded class work. You may be required to enter personal information, such as your name and email address, to log in to this resource. This means that your personal information could be stored on servers located outside of Canada and may be accessed by U.S. authorities, subject to federal laws. Where possible, you may log in with an email pseudonym as long as you provide the pseudonym to me so I can identify you when reviewing your class work.*

Assessments and Weighting:
Final Exam 25%
Other Assessments
[An example of other assessments might be:]

Quizzes 20%
Field Experience 15%
Project 25%
Participation 5%
Other 10%

Grading System:
Specific grading schemes will be detailed in each course section outline.

Information unavailable, please consult Department for details.

Topics Covered:
[Topics covered may vary by instructor. An example of topics covered might be:]

Introduction to Sociological Perspective

Ludology and the Study of Games

Ludic Theorists

Sociology of Sports and Classic Theories of Play

Sociology of Sports – Audiences and Spectatorship

Video Games as Culture

Video Gaming in Contemporary Society

History of Board Games – Past to Present
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Cultural Context of Board Games

Culture Creation and Cultural Memory

As a student at Langara, you are responsible for familiarizing yourself and complying with the following policies:

College Policies:

E1003 - Student Code of Conduct
F1004 - Code of Academic Conduct
E2008 - Academic Standing - Academic Probation and Academic Suspension
E2006 - Appeal of Final Grade
F1002 - Concerns about Instruction
E2011 - Withdrawal from Courses

Departmental/Course Policies:

Information unavailable, please consult Department for details.

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