









>> Course Overview

In this course, students will learn about the technologies and design principles that have been the foundation the development of video game technology over the last 50 years. Students will examine and discuss the impact of video games on culture and the economy. Students will learn about the current gaming and e-sports landscape, including strategies and techniques of top teams and individuals. This course will also discuss the risks and dangers of video games and understand how to set appropriate time and content parameters. Finally, the course will identify career paths and opportunities for those who are passionate about gaming.

>> Course Outline by Module

Module 1	Atari and the Introduction to Video Games
Module 2	Nintendo and Game Boy
Module 3	Super Nintendo, Sega, and Computer Games
Module 4	PlayStation
Module 5	Xbox
Module 6	Wii, Kinect, and Active Gaming
Module 7	Mobile Games
Module 8	Augmented and Virtual Reality Gaming
Module 9	History and Current State of E-sports
Module 10	Contemporary Issues in E-sports

>> Course Elements

-  Video Instruction
-  Interactives
-  Reading
-  Projects
-  Reflections
-  Concept Checks
-  Quizzes and Exams
-  Written Assignments



>> Instructional Components

Pointful Education Courses are structured in a consistent, research-based format utilizing multiple pedagogical concepts such as Understanding by Design, Growth Mindset, and Video and Project-based learning. Through the use of these pedagogical concepts, Pointful Education maintains a consistent and engaging course structure that supports student-centered learning.

>> Course Materials

None Required.