

VCC400H5S – SPRING TOPICS COURSE FOR  
VCC ADVANCED STUDENTS ONLY!

VIDEO GAMES AND THE VISUAL CULTURE OF PLAY

This course considers how video games—their formal properties and social dimensions—have affected contemporary visual culture. We will explore the transmedia landscape of play from the blurred boundary between video games and other popular media to the recent exhibitions of gaming-inflected art at major museums; and from the online indie/art games movement to grassroots alternate reality gaming on city streets. While our focus will be on the role of video games in contemporary visual and media culture, advanced readings in the fields of visual studies, media theory, and game studies will serve to contextualize our study of video game culture within the wider historical and theoretical frame of the visual culture of play.

This course will be taught in the Winter session by Professor Aubrey Anable  
on Wednesdays 1-3pm

*Image one: Installation view of Feng Mengbo's Long March: Restart (2008). Source: Complex Mag, [www.complex.com](http://www.complex.com)*

*Image two: Screen shot of Hunter Jonakin's Jeff Koons Must Die!!! (2011). Source: [www.hunterjonakin.com](http://www.hunterjonakin.com)*