

# VIDEOGAMING STUDIES (VES)

---

## **VES 100 Introduction to Videogame and Esports Studies 3**

Introduces students to videogame and esports studies. Students examine the three components of the field (videogame studies, videogame production/design, and esports) and learn how to examine each critically. No background in gaming is required and access to special technology is not necessary.

**MAC:** MAC CritThink Hum and Fine Art

## **VES 230 Critical Approaches to Videogaming and Esports Studies 3**

This course analyzes video gaming and esports cultures and values, as well as how they interact with society in general. This course teaches students the history, methodology, and theoretical approaches to videogaming and esports from various fields and disciplines.

## **VES 401 Research Methodologies for Videogaming and Esports Studies 3**

Developing a capstone project takes support and an understanding of the available resources. This 7-week course prepares students for their capstone. Students will engage with videogame and esports studies, as well as honing research, writing, and speaking skills. Students will meet virtually with the professor and conduct asynchronous peer review.

## **VES 402 Videogaming and Esports Studies Capstone 3**

This class supports students completing a capstone project. The class has three virtual meetings; primarily, students work independently and meet with the professor as needed. The final product will be a creative project that showcases the student's skills and academic abilities; students will deliver two formal presentations showcasing their work.

**Prerequisites:** VES 401.