Evolution of Video Games

AN ONLINE COURSE

Evolution of Video Games is a **3 ECTS online course** created for a **Master's thesis** that covers various topics related to the **field of video games** in a compact manner.

The course's duration is **10 weeks** long and each week focuses on a specific topic. These topics are taught with the use of **educational videos**, interesting **reading material** and **various assignments**. The aim of the course is to provide a **historical overview of the development of video games**, their **innovative changes**, **marketing** and more. This course is suitable for future game developers and video game enthusiasts.

VARIOUS TOPICS

1. What is a Video Game?
2. First Video Games, First Gameplays
3. Video Game Genres and Target Audiences
4. Video Game Lifespan
5. Evolution of Controller
6. Video Game Marketing
7. Video Game Dematerialization
8. Video Games: User Experience
9. Computer Games: 3D Graphics
10. Mobile Games

ASSIGNMENTS

There are various assignments for students to collect points from: **regular tasks, online debates, Moodle tests** and a **studying game**.

STUDYING GAME

A **studying game** was developed for this course, which made it possible to learn and revise the course's material in a playful way. The students would be able to tour around a virtual environment designed based on the **LVLup! video game museum** with the help of a software called **Marzipano**.

The mission is **to explore and gain points by playing a quiz/visual novel type game** where the students have to talk to various in-game characters and collect different objects. Inside the game it is also possible to **read the material** and **watch videos created for this course.**

All points that are earned through correctly answering the questions from in-game characters are **automatically synchronized with Moodle by using LTI**.

RESULTS

A **total of 106** students registered for the course during its initial piloting. The **feedback** from the students was mostly **very positive** due to interesting topics, educational videos and diverse exercises.


Satisfactory 2%
Good 9%
Very good 44%
Excellent 45%
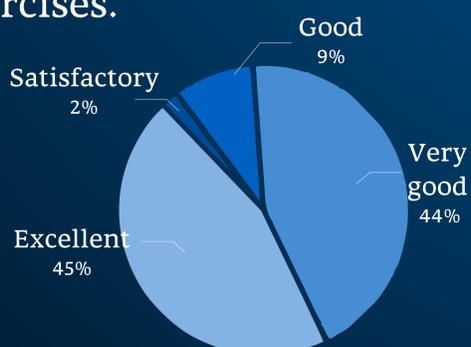
Fig. 1. How the students assessed the overall course

See **bit.ly/3f9wk18**
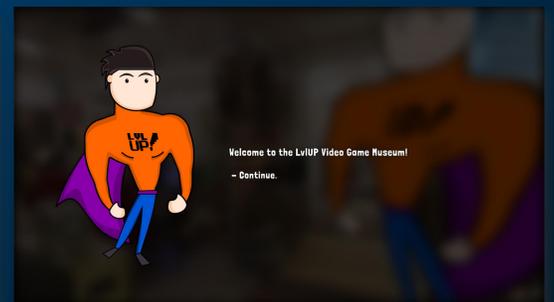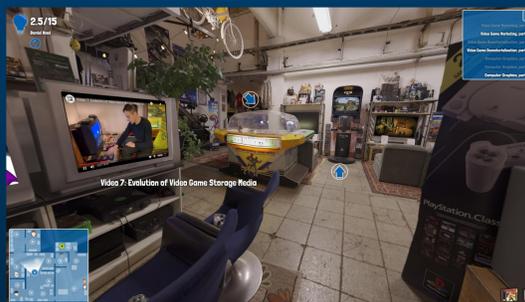
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INTERAKTIIVNE VIDEOMÄNGUDE MUUSEUM

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