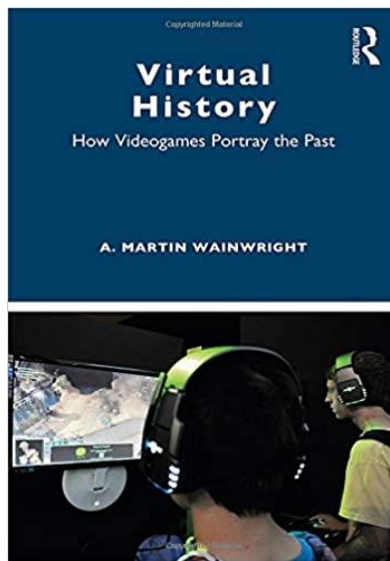


Looking for a course about Video Games, History, and Design?

*New course!
Fall 2021*



*To be added to Fall
course schedule in
mid-May*

History 121: History in Video Games (AR)

Michael Halvorson, Ph.D., Director of Innovation Studies

4 credits

Fall 2021 (Mon/Wed/Fri, 12:30 p.m. to 1:35 p.m.)

Surveys the social and cultural impact of video games in history, including how historical figures and events have been represented in popular titles. Combines the study of visual media theories and the creative process with social and political issues in gaming, including violence, gender, ethnicity, religion, and environmental concerns. **Satisfies a Principles or Elective requirement in the Innovation Studies minor. Also provides Arts (AR) GenEd credit and elective credit for History majors/minors.** For more information, email halvormj@plu.edu!

This newly approved course will be listed in the PLU online schedule in mid-May, 2021

