



COURSE OUTLINE: OEL848 - VIDEO GAME WEST

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Approved: Lori Crosson, Director, E-Learning and Continuing Education

Course Code: Title	OEL848: THE VIDEO GAME WEST	
Program Number: Name		
Department:	DISTANCE EDUCATION	
Semesters/Terms:	20S, 21F, 21W	
Course Description:	<p>This online course will allow students to explore North American history & issues, technological developments, and contemporary connections via the Western video game genre. Following an introduction to the history of the North American West and the Western genre, students will be grounded in a basic understanding of video games and then will study select Western games & related aspects.</p> <p>Themes to be examined include westward expansion, the growth of technology, historical figures, and the video game in popular culture. Assignments will allow students to creatively explore the contemporary connections to such themes.</p>	
Total Credits:	3	
Hours/Week:	3	
Total Hours:	42	
Prerequisites:	There are no pre-requisites for this course.	
Corequisites:	There are no co-requisites for this course.	
General Education Themes:	Social and Cultural Understanding	
	Science and Technology	
Course Evaluation:	Passing Grade: 50%, D	
Course Outcomes and Learning Objectives:	Course Outcome 1	Learning Objectives for Course Outcome 1
	Demonstrate an understanding of the historical & cultural components of the Western genre as portrayed in Western video games	-Identify historical & cultural components of the Western genre within a given video game. -Identify environments & settings of the North American West within a video game. -Incorporate genre components into a major reflective assignment.
	Course Outcome 2	Learning Objectives for Course Outcome 2
	Connect the social/political/economic issues presented within Western video games to contemporary examples.	-Demonstrate a connection between a Western game story-line and a contemporary issue within a major reflective assignment. -Provide participation responses to issue-based weekly questions.
	Course Outcome 3	Learning Objectives for Course Outcome 3
	Demonstrate an understanding of key developments within the	-Identify leading examples of the Western video game genre. -Demonstrate an understanding of game design & marketing



	Western video game genre.	within the genre of Western video games.
Evaluation Process and Grading System:	Evaluation Type	Evaluation Weight
	Discussion Questions	20%
	Major Reflective Assignment	25%
	Reflective Assignment Proposal	15%
	Tests 2	40%
Date:	March 9, 2020	
Addendum:	Please refer to the course outline addendum on the Learning Management System for further information.	

