



Programme: Visual Game & Media Design
Title: Game and Media Theory
Module responsible: Jesper Juul
Semester: 2nd semester
Period: 1 February 2027 to 25 June 2027 ECTS-points: 10 ECTS
Contents: Game and media theory is a research-focused module that examines methodological and foundational issues in the study of games, storytelling, film and animation, including relevant ethical and sustainability issues. The class is thereby focused on allowing students to actively participate in the development of theory, and to use theory as a way to understand the practice of the field.
Teaching forms: Lectures, workshops, exercises and discussions
Learning Outcomes (Knowledge, skills and competences): Knowledge: - To be aware of and understand the foundational discussions and questions behind the current state of theory in the field. Skills: - Applying theory to concrete works and design challenges - To apply new perspectives to existing theoretical discussions in video game studies, storytelling and animation. Competencies: - To develop new theory applicable to new developments in video game design and media culture. - To prepare to submit papers to conferences and/or write reports on game, animation or other media issues. - To assess the applicability of existing theory for particular scientific and industry contexts.

Note: For the VGMD program, art and practice are closely intertwined, but this theory class is focused on a scientific approach for analyzing art and practice.

Syllabus: (Number of pages approx.)

300 pages of academic or professional literature, specified in the semester plan.

Topics covered: Humanistic, psychological, political, and sociological approaches to games and media.

Method of assessment: Written assignment of 15 pages

Submission deadline: 3 June 2027

Grading: Danish 7-point grading scale

Censor: External

Reexam/illness exams: Same as ordinary exam

Submission requirements:

Written paper of 15 pages (2400 characters including spaces +/- 10%)

Submission deadline: 3 June 2027 at 12noon