

Title:	Gaming psychology 6006-GMPS-E
Lecture hours:	15
Study period: (summer/winter)	Winter or summer
Number of credits:	4 ECTS
Assessment methods:	discussion, presentation, mini-study
Language of instruction:	English
Prerequisites:	English B1, interest in the subject
Course content:	<ul style="list-style-type: none"> • Introduction to video games • Theory and Psychology of Games • Attraction of video games • Video game Addiction • Human factors of controllers and displays • Esports
Learning outcomes:	
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