

'What's in it for me?'

Briefing for Lecturers

Our lecturers have put together the following information to help you prepare for your course. This will give you a snapshot of the materials and reading list you'll be using. You'll get a full breakdown of information before you enrol.

On our website you can also [find out more about your modules](#) and [chat to a current student](#).

If you have any more questions, [please get in touch](#).

We look forward to welcoming you to Brunel.

1. Introduction / Welcome message

1.

Topic	Chapter
Defining Games	Games Chapter 7
Defining Rules and Chapter 12: Rules on Three Levels	Rules Chapter 11
Systems	Systems Chapter 5
Games as Social Play	Players Chapter 28
Games as the Play of Meaning	Meaning Chapter 25

