From Book to Map to Video Game
(WDW335H1S: T 1-3)


Come learn about Beowulf, the hero of the Old English poem bearing his name. Learn about twenty-first century transformations of the poem through digital imaging, computer-animated film, and videogame. Use digital mapping, augmented reality experiments, and videogame building tools to dig deeper into the story. No coding required.

No prior history, literature, or tech preparation required.
Breadth Requirement: 1 (Humanities)

Please enroll online if you’re 2nd year and up; email me (alexandra.bolintineanu@utoronto.ca) if you’re 1st year.

Prof. Alexandra Bolintineanu earned a B.Sc. in Computer Science and a Ph.D. in Medieval Studies here at UofT. She researches medieval wonders in the digital age.