



Fjölbrautaskóli Suðurlands
Vorönn 2022

ENSK3HI05
History, Literature and Videogames

Kennari:	Luis F. T. Meza (LFT) luis@fsu.is
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Course Description. :

The aim of the course is to exercise critical thinking, increase vocabulary, and develop speaking and listening skills while studying Interactive Digital Narratives (emphasizing videogames) in a literary and historical context. A large portion of this course's work is directed developing academic writing.

By the end of the course, students should be able to participate in discussions about interactive digital narratives, take part in informed discussions about games and connect them to their context and culture.

Þekkingarviðmið - nemandi skal hafa aflað sér þekkingar og skilnings á:

- Menningarsögulegu samhengi gangvirk stafræn frásögn (Interactive Digital Narrative) við nútímann
- Heimildum og rannsóknum tengum tölvuleikjafræði
- Bókmenntum óg myndefni tengdum tölvuleikjahönnun og bókmentafræði.

Leikniviðmið - nemandi skal hafa öðlast leikni í:

- skilja vel sérhæfða texta sem hann þekkir
- lesa, sér til ánægju eða upplýsingar, texta sem gera miklar kröfur til lesandans, ýmist hvað varðar orðaforða og uppbyggingu eða myndmál og stílbrögð
- nota tungumálið á sveigjanlegan og árangursríkan hátt í samræðum
- beita ritmálinu í mismunandi tilgangi, fræðilegum og persónulegum, með stílbrigðum og málsniði sem við á og mætir hæfniviðmiðum

Hæfniviðmið - nemandi skal geta hagnýtt þá þekkingu og leikni sem hann hefur aflað sér til að: nýta sér fyrirlestra, umræður og rökræður um efni sem hann hefur þekkingu á

- skilja sér til gagns þegar fjallað er um flókið efni, fræðilegs eða tæknilegs eðlis
- geta lagt gagnrýnið mat á texta
- hagnýta sér fræðitexta og meta heimildir á gagnrýnninn hátt
- lýsa skýrt og greinilega flóknum hlutum eða ferlum á sviði sem hann þekkir vel
- vinna efni úr ýmsum upplýsingaveitum og fella saman í eina heild samkvæmt þeim hefðum sem gilda um heimildavinnu
- skrifa gagnorðan og skilmerkilegan texta sem tekur mið af því hver lesandinn er

Teaching Materials:

- Material provided by teacher in electronic format.
- A laptop is expected while in class. If the student does not have one, they can borrow one at the library before class.
- While a dedicated gaming platform (such as a PlayStation) is **not required**, it is recommended.

Planned activities and discussion points:

Week	Date Range	Discussion Points	Evaluation Criteria
1. - 4.	6. janúar - 30. Janúar	<ul style="list-style-type: none">- Introduction to the course- Unit 1: Is playing videogames a waste of time? Introducing concepts: Linear Media Interactive Digital Narratives Ludic Experiences Story structures.- Play: Origins (MB – ch. 1,2, 3) Game list TBD (D&D) (2 games)	Test 1. Tech overview project 1970 - 1980. Game Review: Your game must be selected and approved by January 30.
5. - 8.	1. febrúar - 27. Febrúar	<ul style="list-style-type: none">- Unit 2: The Quest and the hero's Journey- Play: Bronze and Silver Age. (3 games)	Test 2 Tech Overview 1980 – 1990
9. - 12.	28. febrúar - 27. mars	<ul style="list-style-type: none">- Unit 3: Writing an Academic Game Review: What can we say about games?- Play: The Golden Age (3 games)	Test 3 Practice review (teamwork) Tech Overview 1990 - 2000
13.-16.	28. mars - 24. apríl	<ul style="list-style-type: none">- Guest Speakers (TBD)- Play: The Modern Age and the future of Gaming.- Easter 9 – 17 of april.- Last day of teaching: May 6th.- Síðasti kennsludagur fyrir páskafrí 8. apríl.	Presentation: A youtube review or interpretation video. Tech Overview 2000-now

		- Síðasti kennsludagur fös. 6. maí.	
17.-19.	25. apríl - 15. maí	- Lokanámsmat hefst mán. 9. maí. - Sjúkrapróf mán. 16. maí. - Brautskráning lau. 21. maí.	

Course-Specific rules:

Reading and preparing at home is crucial for this course. It is imperative that students take part in discussion in class and come prepared, show initiative and enthusiasm, work independently at home as well as in class, cooperate in group work and keep track of events via Inna on a regular basis.

Preparation for this class will often (but not always) include playing videogames at home. Students are expected to write a full game review at the end of the course, and therefore students are required over the course of a semester to play the game of their choice, as long as it has INTERACTIVE DIGITAL NARRATIVE elements in it.

This is a continuous evaluation course. There is no final examination.

If a student is not able to attend class regularly, he or she has to notify the teacher and establish an agreement regarding their attendance. This applies to students above the age of 20.

There is a zero tolerance for plagiarism. The first time a student fails to reference or cite material (on print or on web) merits a grade of 0. A second infraction will result in the harshest penalty available to the teacher.

Evaluation:

You will need to do:	Description (general)	Points
A youtube presentation	You will be asked to select a game at the beginning of term, play and consider it. You will be asked to record a presentation on a youtube format (5-10 mins) where you talk about your chosen game. Deep understanding of the game is expected, as well as basic concepts.	30
A game review	You will be asked to write a formal videogame review, using sources. (1000 words)	20
Three Quizzes	During the first part of the course, we will be dealing with useful concepts in game studies. These quizzes are short.	15
Four Tech-Overview Projects.	Group work. Groups will be assigned in class, and each group will conduct 4 presentations, where they will be asked to explain to the class the relationship between the technology and the games of the particular era we are studying.	25

One journal with your impressions.	Throughout the semester, we will be trying out classic and/or historical games. After each session, you will be given time to write your impressions. At the end of the term, you must submit at least 10.	10
Samtals		100%

The above information is subject to change, with due notice.

Tallinn, 12.12.2021 Luis F. T. Meza.