ENGLISH 2090, Spring 2020
Tues. and Thurs. 2:00-3:20 p.m.

Dr. Alf Seegert

- Fulfills HF (Humanities Exploration) Gen Ed Requirement
- Writing 2010 is strongly recommended as a prerequisite (students will compose short essays that require solid college-level writing ability)

Video Games and Storytelling explores the interplay between game and story in video game media. Students will play and analyze video games, specifically those with strong narratives, and engage with broader literary/theoretical issues in video game and literary studies. Texts include video games themselves, as well as a broad selection of films, fiction, and critical/theoretical resources.

Assignments include regular critical responses (essays) plus a midterm and a comprehensive exam.

REQUIRED TEXTS
- Classic arcade games including Pong, Space Invaders, Pac-Man, Donkey Kong, Defender, Tempest, Battlezone, Joust, Dig Dug, and Dragon’s Lair
- Early console games including Adventure for Atari 2600
- Early Text Adventure games such as Colossal Cave Adventure and Zork

More recent video games that we will play include...
- Thomas Was Alone
- The Stanley Parable
- Photopia and Choice of the Dragon
- West of Loathing
- Shelter (the badger simulator!)
- Papers, Please

We will also discuss cutscenes and gameplay in the legendary games Another World, Ico, and The Last of Us (though these games won’t be assigned).

Assigned books include Ernest Cline’s novel Ready Player One and Understanding Video Games (3rd Edition) — available at the Campus Bookstore!

Films and video include Charlie Brooker’s How Video Games Changed the World, The King of Kong: A Fistful of Quarters, and Scott Pilgrim vs. the World. Note: some changes to books, films, and games listed above might occur.