Fall 2022

AP/WRIT 4103 3.0 (A)	**Video Game Rhetorics**
Course Director:	Name: Dr. Elizabeth Caravella Office hours: Contact: Ross S342 e-mail: caravell@yorku.ca
Time:	**Tues. @ 11:30 in MC 001**
Delivery Format:	◯ **SEMINAR –** in-person
Description:	Diving into the world of video games, this course looks at what games say, how they say it, and what, if anything, we can do about it. Tackling questions such as how games make arguments, do games matter, and how do we actually research games, in addition to covering the theoretical materials as they relate to both rhetorical and game studies, this course also designs itself as a type of game to be played. Students will read, watch, play, and create various forms of game-related materials and be able to work their own way through the class by completing various quests and achievements throughout the semester. **Learning Objectives:** Over the course of the semester, students will: • Study and examine video games as cultural, artistic, and activist forms of expression • Learn and practice techniques for the production of non-expert genres of research writing for gaming audiences • Become familiar with the various methodologies and approaches to analyzing the rhetorical and/or political arguments made through various types of video games • Develop an appreciation for playing video games as its own research methodology in and of itself through collaborative play and discussion • Consider and experiment with the different aspects of creating and producing their own games and game related artifacts **Course Structure** This course is meant to be played. That is, the course itself is probably structured much differently than a traditional college class. We will dive into this design our first day, and the key elements of the course are detailed below. Due to this structure, there are many ways to be successful in this course, depending how you want to play. In general, each week is set up as though it were a "level" in the game, with

	specific materials we will cover provided in Discord. For most levels, you will want to bring any readings and notes to class, though sometimes some levels will have additional criteria, such as participating in workshops and/or presenting to the class.

Due to this very different course structure, I also provide a weekly Guidebook for the course that contains the recommended side quests and achievements for each level. While you do not have to use this guidebook and are free to choose what side quests, achievements, and easter eggs you complete on your own, if at any point you feel overwhelmed or cannot decide what you should be doing, check the Guidebook! |
| **Historical Requirement:** | N/A |
| **Requirements:** | Completed minimum 54 credits |
| **Reading List:** (Subject to change: check with instructor/York bookstore before purchasing) | We will play approximately 3-4 different game titles throughout the class. Titles are currently TBD, but my hope is the cost will be $50 or less total.

All other course materials (readings, videos, etc) will be provided through our Discord server. |
| **Open To:** | ENPR/PRWR Majors 3rd & 4th yr.
Open to 3rd & 4th yr. |