

MEVIT2725 – Video Games: Aesthetics, Industry and Culture

Take home exam, spring 2021

Monday 3 May at 11:00 – Thursday 6 May at 11:00

Candidates must submit their exam paper in Inpera no later than Thursday 6rd of May by 11.00 (11AM).

This document consists of two (2) pages and the exam consists of two (2) parts. **You must answer both parts in order to answer the exam.**

Before you start writing your exam submission, you must ensure that you have read and understood the University of Oslo's information about cheating:

<http://www.uio.no/english/studies/examinations/cheating/index.html>

You must use a reference style (such as Harvard, MLA, Chicago or APA) throughout your exam submission, and in the bibliography/reference list at the end of the submission. Therefore, you must also read the University's guidelines:

<http://www.uio.no/english/studies/examinations/sources-citations/>

You must answer both assignments. The assignments count 50/50 in the evaluation and should be of approximately equal length. You must actively use and properly reference the syllabus literature in your paper. Both assignments must meet at least the minimum requirements for a passing grade in order for you to pass the exam.

Assignment 1 (about 5 pages)

Explain the characteristics and importance of metaculture in gaming, and connect it to significant developments in game history. Discuss central opportunities and challenges contemporary metaculture offers for players and the game industry. Use specific examples from different types of content creation, player practices and industry practices.

Assignment 2 (about 5 pages)

Conduct **either** (a) a narrative analysis of a video game of your choice, **or** (b) a representation analysis of a video game of your choice. This must be a different game than the game you chose for the obligatory individual assignment.

- (a) For a narrative analysis, explain briefly central terms and theories about narratives and games. Use these terms and theories to analyze and interpret the relationship between gameplay and narrative elements in your chosen game. Formulate a specific question for the analysis.
- (b) For a representation analysis, explain briefly central terms and theories about representations in games. Use these terms and theories to analyze and interpret the relationship between gameplay and cultural representations (e.g. of gender, sexuality, ethnicity) in your chosen game. Formulate a specific question for the analysis.

Information about the exam

You must submit your exam in English.

The submitted paper may be up to 10 pages (one page is calculated to 2300 characters without spaces). The front page and reference list do not count towards the 10 pages. Use Times New Roman font in 12pt. and 1.5 line spacing.

The exam must be submitted as a PDF, or it will not be accepted by Inspera. Your front page must include your candidate number, and the name of the file you upload should be your candidate number (eg. 1234.pdf). Do not include your name anywhere on your exam submission.

All students are required to have read and familiarized themselves with the University's rules regarding cheating, found here: <http://www.uio.no/english/studies/examinations/cheating/> All submissions will be checked using the University's plagiarism detection software.

Please see UiO's web site for more practical information about exams at the University of Oslo: <https://www.uio.no/english/studies/examinations/submissions/>

Joakim will be answering questions that are sent to his email j.j.ostby@media.uio.no on Monday 3rd may from 11:00 – 15:00
The exam results will be published in Studentweb within three weeks. Results will not be given by phone or e-mail.