

SEMINARIUM LICENCJACKIE
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FILOLOGIA ANGIELSKA
SPECJALNOŚĆ:
SPRINT-WRITE

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Seminar on interactive entertainment research focuses on a comprehensive analysis of video games as an important cultural phenomenon. Participants explore the practical and theoretical contexts of video games, exploring how the interactive medium influences contemporary culture and society. An essential element of the seminar is analysis of narrative in interactive gameplay, where different models of storytelling in video games, highlighting the unique narrative mechanisms of games. In addition, the seminar analyzes the role of interactive entertainment in the context of new media, as part of the broad media ecosystem. At the same time, the seminar takes a closer look at the theoretical framework of game rhetoric, analyzing how games communicate messages, shape user experiences, and how the design of game mechanics influences narrative and interaction. As part of the class, participants discuss the relationship between the material aspects of games and their cultural meanings, as well as how the rhetorical strategies of games influence their reception and interpretation.

Dr Bartłomiej Kuchciński

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This seminar invites students interested in exploring a variety of problems revolving around the theoretical analysis of video games in the, very broadly understood, context of contemporary cultural discourses.

More specific areas of research include, but are not limited to, the following:

- narrative strategies in video games

- ethics of video games
- aesthetics of video games
- videogame (sub)cultures and the culture-forming function of video games
- video games and the discourses of class, race, sexuality, or gender
- videogames and their relation to, and engagement with, other media (film, literature, music, comics)
- the subversive potential of video games as a form of resistance to dominant cultural or political discourses

The list remains open and the actual topics will be determined individually.

Other areas of students' interests (especially those related to science fiction studies) may also be accepted after individual assessment.

Dr Marcin Mazurek

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Major themes of the seminar oscillate around the broadly understood issues of contemporary culture and embrace both literature and art, as well as visual culture including cinematic representations and interactive entertainment. Sample topics of the BA projects may touch upon literature, media culture, the discourse of science-fiction, film studies, and cultural representations of utopia and dystopia. A separate pool of topics includes questions and problems related to interactive entertainment, with particular emphasis on its cultural and literary contexts. Such projects may address issues of video games in the context of the culture of simulation, their ethical and aesthetic dimensions, narrative strategies, and relationships with literature and film. Regardless of the topic of a particular project, the seminar places particular emphasis on the theoretical background of the issues under discussion, which may include a whole range of contemporary (though not exclusively) critical perspectives, from psychoanalysis to gender and post-colonial issues to post-Marxist and post-structuralist approaches. The interdisciplinary character of the seminar allows for a relatively wide selection of topics, focusing both on specific texts (literary, cinematic or interactive), as well as on a comparative analyses of particular representations, works or texts.