

SEMINARIUM LICENCJACKIE

ROK AKADEMICKI 2023/2024

FILOLOGIA ANGIELSKA

SPECJALNOŚĆ:

SPRINT-WRITE

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 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.

Dr Agnieszka Podruczna

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The seminar will address the contemporary developments in speculative fiction across various texts and media (books, film, comic books, video games, etc.), paying particular attention to the intersections between speculative fiction and discourses of race, gender, ethnicity, sexuality, and class. The purpose of this seminar is to invite students to examine how speculative fiction, despite its future-oriented character, remains firmly anchored in the discourses and power structures of today, echoing the fears, hopes, and anxieties of the contemporary society.

The seminar invites diploma papers concerned with broadly understood contemporary speculative fiction, including but not limited to:

- Speculative fiction in the context of discourses of race/gender/ethnicity/class/sexuality
- Speculative fiction and the diaspora (belonging, exile, home, memory)
- Speculative fiction and the body
- Speculative fiction in the context of climate change (New Weird, climate change fiction)
- Historical roots of contemporary speculative fiction
- Themes and tropes in speculative fiction
- Narrative strategies in speculative fiction
- Speculative fiction and aspects of world-building and storytelling

In addition to the above, the seminar also invites students interested in other areas of study, such as game studies, popular culture, contemporary cinema, or contemporary literary and cultural studies.

Dr Marcin Sarnek

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This diploma seminar invites students who plan to research cultural and narrative aspects of videogames and other media. Proposed diploma papers can also address other aspects of contemporary culture, in particular those related to media technology and its relationships with culture. Interdisciplinary approaches combining general interest in videogame design practices, or cultural significance of videogames and other media with media and cultural studies methodologies are definitely encouraged. I can also accept projects focused on specified aspects of American studies, pertaining to American society, American political system, and American culture, but excluding American literature.

Here is a sample list of problems this seminar can deal with:

- Game design practice and theory:
 - intersections of technical and practical aspects of game design and its narrative and artistic qualities;
 - game mechanics theory and practice; game mechanics as an artistic practice; designing for balance, meaning, interaction, etc.
 - serious games; sustainable gaming; gaming and the environment;
 - “writing for games”: theory, practice and their relationships with narrative theory, discourse and language variations, etc.;
 - cultural aspects of game localization.
- Critical game studies:
 - interdisciplinary approaches combining game studies with media, narrative, and cultural studies;
 - interpretation of cultural and media processes in video game contexts; interpretation of games;
 - video game history;
 - games and intellectual property;
- Other cultural and narrative aspects of media:
 - TV studies: TV and related media forms, TV shows and film interpretations, cultural aspects of new content delivery technologies, etc.;
- American studies:
 - American society, political system, and culture, excluding American literature.