**English 391: Studies in a Genre**  
Spring 2023 at the University of Victoria  
lək̓ʷəŋən and WSÁNEĆ territories  
Taught by Jentery Sayers (he / him)

YOUR NAME:

# Activity Analysis

This assignment preps you to compose your [player story](final.html) by prompting you to attend to a game and treat it as an activity system.

## Academic Integrity

By responding to this assignment, you confirm that:

* You followed UVic academic regulations and observed standards of scholarly integrity (e.g., no plagiarism or cheating).
* You completed this assignment *individually* and not with a friend, classmate, or group.
* Each response to every question is your own, excluding quoted and paraphrased material that is clearly cited.
* You cited any sources, including assigned reading and internet sources, that you used to answer the questions.

## The Ten Questions

Each of the following questions is worth *10 points* for a total of 100 points. Your responses should demonstrate your *understanding and application* of pertinent course material, including activity theory, lectures, assigned reading, and discussions.

*Complete sentences are preferred.* Please do not use more than *150 words* per response. (I will use a word counting tool during assessment.)

All supporting game documentation should be yours, and you should only include an image or video when the question asks for one. You can attach a file by uploading it separately to Brightspace (recommended), or you can insert it directly into the document. If you attach it, then be sure to refer to the filename (e.g., “see portal2Mechanic.png” or “see evenTheOceanArt.mov”) in your writing. Any video you attach or insert should be no longer than *30 seconds*.

**QUESTIONS BEGIN HERE.**

1. Which game did you select to study in this course? Please mention the game’s title, developer(s), publisher(s), and release date in your response. (This question should be an easy ten points.)

ANSWER:

2. Identify and describe *one* interesting story element in the game you selected. Why is it interesting? Include supporting game documentation (a video or image) and refer to it in your response.

ANSWER:

3. Identify and describe *one* interesting art or design element in the game you selected. Why is it interesting? Include supporting game documentation (a video or image) and refer to it in your response.

ANSWER:

4. Identify and describe *one* interesting mechanic or challenge in the game you selected. Why is it interesting? Include supporting game documentation (a video or image) and refer to it in your response.

ANSWER:

5. Identify *one* genre set in the game you selected and explain how it coordinates narrative with art and mechanics. Include supporting game documentation (a video or image) and refer to it in your writing.

ANSWER:

6. Identify and describe *one* contradiction between a mechanic and a story element in the game you selected. What’s interesting about the contradiction? You’re welcome to mention the game’s art and design here, too.

ANSWER:

7. Identify and describe *one* way a genre set in the game you selected achieves context through uptake. What about the genre set keeps you interested in the game, or how does the genre set motivate you to pursue a particular outcome?

ANSWER:

8. Identify and describe *two* conflicting motives for *playing* the game you selected. Why do the motives conflict, and what’s interesting about that conflict? Ideally, the motives are specific. Examples of vague motives include “have fun,” “complete the game,” and “enjoy a good story.” To express a specific motive, try grounding it in a particular part of the game or a specific moment in it.

ANSWER:

9. Identify and describe *one* community who is especially invested in the game you selected. What do they care about most, and what would they consider to be cheating?

ANSWER:

10. Research the development team for the game you selected and do your best to explain the roles of team members. Who did what, or how was the labour divided? Feel free to note when answers to these two questions are unclear (since roles and divisions of labour are not always communicated clearly, if at all).

ANSWER:

**QUESTIONS END HERE.**

Now please include a list of works cited / references.

WORKS CITED / REFERENCES

**ACTIVITY ANALYSIS ENDS HERE.**