**Media Studies 360**  
Intended for 40 undergraduate students  
Spring 2025 at the University of Victoria  
[lək̓ʷəŋən](https://www.songheesnation.ca/community/l-k-ng-n-traditional-territory) and [WSÁNEĆ](https://wsanec.com/) territories  
M and Th, 1 - 2:20pm | 1.5 units | prereq: AWR  
Taught by [Jentery Sayers](https://jntry.work/) (he / him) | [jentery@uvic.ca](mailto:jentery@uvic.ca)  
Office hours: M and Th, 12-1pm, in CLE D331

**YOUR NAME:**

# Worksheet 3

Worksheet 3 covers course material since January 9th (“Work and Play”). Your response is due via Brightspace by Monday, March 17th, at 1pm.

The worksheet is *open-book*, meaning you are allowed to use the course website, the class notebook, your own notes, recordings of class sessions, the library, and the internet to address the prompts.

*Please cite your source material.*

## Format

This open-book worksheet contains *three* prompts, and I will mark it holistically rather than giving each response a separate mark.

Please use no more than 400 words to respond to each prompt.

Some prompts ask or allow you to create media. Please attach your audio, image, or video files to your response in Brightspace. Do *not* use YouTube, SoundCloud, Vimeo, Google Drive, or any other non-Brightspace platform to submit files.

If you play a game with someone else or observe them playing (outside of Twitch, YouTube, or a similar public streaming or publishing platform), then please first acquire their written or recorded permission and include it as part of your submission.

## The Three Prompts

**Prompt 1**. Select a game you’ll likely study for the final essay in this course. Then use two or three sentences to respond to each of the following seven questions (for a total of no more than 21 sentences). Your sentences should be precise and convincing. Ideally, they’re distillations of larger, more complex ideas. You should use course terminology where applicable, especially in cases where a term will reduce your word count and help with precision. You’re welcome to include documentation (audio, video, or images) to support your responses.

1. Describe the game as an activity system (aka a “genre set”): its conventions, what players expect of it, what it prompts players to do, and what kinds of uptake are either common or unique in it.

**YOUR RESPONSE** (one or two sentences)**:**

1. How does the game rely on affect to connect with players? Describe the fidelity of that connection.

**YOUR RESPONSE** (one or two sentences)**:**

1. To what degree does the game’s world cohere? Describe its aesthetic and messaging.

**YOUR RESPONSE** (one or two sentences)**:**

1. How does the game teach you to play it? Describe its approach to tutorialization and how it acknowledges progress.

**YOUR RESPONSE** (one or two sentences)**:**

1. How does the game end, or how do you know when it’s over? Describe its relation to uncertainty and satisfaction, including (where applicable) the [time required to complete it](https://howlongtobeat.com/).

**YOUR RESPONSE** (one or two sentences)**:**

1. What’s one way to “cheat” at the game? Identify a community who would “police” such cheating.

**YOUR RESPONSE** (one or two sentences)**:**

1. Communicate the social, cultural, or political significance of the game to a Game Studies skeptic.

**YOUR RESPONSE** (one or two sentences)**:**

**Prompt 2**. Return to the same game and select three secondary sources about it or related to it. Then, for each source, please:

1. Summarize its argument or theme.
2. Describe its motivations or what it cares most about.
3. Identify three of its keywords (i.e., terms it uses often).
4. Communicate its relevance to your own research (e.g., why you might refer to it in your essay).
5. Integrate course terminology where applicable.
6. Include a citation for it in MLA, Chicago, APA, or the like.

Secondary sources include academic publications (see [*JCMS*](https://quod.lib.umich.edu/j/jcms/issues/), [*CSMC*](https://www.tandfonline.com/journals/rcsm20), [*New Media & Society*](https://journals.sagepub.com/home/nms), [*American Journal of Play*](https://www.museumofplay.org/journalofplay/), [*Analog Game Studies*](https://analoggamestudies.org/), [*Game Studies*](http://gamestudies.org/2202), [*First Person Scholar*](https://www.firstpersonscholar.com/), [*Eludamos*](https://eludamos.org/index.php/eludamos/index), [*Well Played*](https://press.etc.cmu.edu/publications/well-played/journal_series/well-played), and [*Loading…*](https://journals.sfu.ca/loading/index.php/loading)), games media and criticism (see [*Patch*](https://patchmagazine.co.uk/), [*Heterotopias*](https://www.heterotopiaszine.com/), [*Uppercut*](https://uppercutcrit.com/), [*Unwinnable*](https://unwinnable.com/), [*Lock On*](https://www.lostincult.co.uk/001-1), [*APWOT*](https://apwot.com/), and [*Remap*](https://remapradio.com/)), and video essays and recorded talks (see [GDC](https://www.youtube.com/@Gdconf), [Jacob Geller](https://www.youtube.com/@JacobGeller), [Anita Sarkeesian](https://feministfrequency.com/series/tropes-vs-women-in-video-games/), [Polygon](https://www.youtube.com/@polygon), [Game Maker’s Toolkit](https://www.youtube.com/channel/UCqJ-Xo29CKyLTjn6z2XwYAw), and [Writing on Games](https://www.youtube.com/@WritingOnGames/videos)).

**YOUR RESPONSE** (no more than 400 words)**:**

**Prompt 3**. Return to that game one more time to share (in writing) a potential theme for your final essay. The theme should:

1. Be a compelling idea or interesting topic you could follow through your essay, from start to finish. You might call it a “thread.” It helps your essay cohere and keep your audience engaged.
2. Define the goals, direction, and scope of your essay. Make the theme as specific as possible to avoid “scope creep.”
3. Identify your intended audience, who should be specific (e.g., not “gamers” or “scholars” but “fans of visual novels,” “developers of puzzle games,” or “scholars of simulation games”).
4. Engage current or pressing issues in Game Studies, including issues from at least two entries in the class notebook. Say why these issues matter, for whom they matter most, and how you’re approaching them.
5. Include a significant claim with which someone could disagree. That is, the claim should be arguable (not just an opinion). You might even share a “counterclaim” or why someone would disagree with you: “While X say that Game is Y, I demonstrate why it’s Z.”
6. Integrate evidence or documentation of you playing a game (aka, a primary source). For this reason, your theme can be communicated from a first-person POV if you wish. Your essay can also use first-person language.
7. Integrate at least three secondary sources (see Prompt 2). This way, your theme converses with themes in other people’s work.

Include any documentation (audio, video, or images) you wish to support your theme.

**YOUR RESPONSE** (no more than 400 words):

## References

**ADD YOUR REFERENCES HERE. VERY IMPORTANT. YOUR REFERENCES.**