

The “Life is Like a Video Game?” Assignment

Introduction to Communication Studies

Date Due: Your paper must be posted at least 24 hours before your conference time on your conference’s designated bulletin board and a paper copy is due at the beginning of your conference. We will be happy to provide comments on drafts during office hours but not over email.

Purpose and Particulars: Please see the assignment sheet entitled “Conference Papers.”

Relevant Readings: Carey, Frasca and Wark

Background: We often think of communication as being about the transmission of ideas or their expression through narrative. These authors all suggest communication happens in environments, through learning and repetition.

Task:

1. Pick an event or artifact that is *not* a video game but to which has some aspect of simulation, mapping, ritual or other related dimension.
2. Explain how the non-narrative aspect of communication occurs in your artifact.
3. Apply at least once concept, idea or proposition from the authors listed above to your event or artifact. Explain how your chose section offers insight into your event or artifact.

Tips: The paper doesn’t need to go in the order of the assignment. The strongest papers often integrate the discussion of the reading with the discussion of the example.