

Fall 2020 Course Description

Instructor: Regina Mills

Course: ENGL 303

Title: Approaches to English Studies: Gaming Literature

Description: This course explores games as a literary category and examines how we make games out of literature. We will look at how games make narratives through story and design, thinking about both plot and form. From fan fiction, in which readers of literature play with the literature they adore, to tabletop and online role-playing games, in which a gamemaster or game developer builds worlds and players characterize their created personas through actions and dialogue, games of all kinds use and play with the conventions of literature. “Gaming Literature” is about seeing games as literature and viewing literary studies as a field of exploration and experimentation.

This course provides a robust introduction to the major, showing students the many avenues of research available to English majors, such as literary studies, area studies (e.g. queer studies, ethnic studies), cultural studies/popular culture, digital humanities, creative writing, rhetoric, film studies and the study of visual culture.

Proposed Readings: Space Invaders: A Novel by Nona Fernández (2013, trans. 2019)

Gone Home (the Fullbright Company, 2013)

Dungeons and Dragons Player Handbook, 5th edition

Understanding Video Games: An Essential Introduction

excerpts from How to Play Video Games

Browser and PC games such as: Her Story, Let's Play: Ancient Greek Punishment, Mainichi,

Hair Nah!, When Rivers Were Trails, Heaven's Vault, and others to be determined