

Dr Tomasz Kalaga – SEMINAR

The seminar focuses on interpretation theory and its potential applications. Its main areas of interest revolve around literary and cultural theory, especially in their interdisciplinary contexts. While the notion of interpretation and the related problems constitute the backbone of the seminar, students will be encouraged to explore liminal areas where interpretation theory with its philosophical grounding may prove to be a productive perceptual lens. In the interest of Sprint-Write students, this naturally includes the analysis of video games.

Fields of seminar discussion and thesis research include, but are not restricted to, the following problems:

- literary and philosophical hermeneutics
- problems of interpretation theory
- meaning and textuality,
- cultural and philosophical semiotics
- methodology/ies of video games analysis
- ethics and aesthetics of video games
- narrative strategies in video games
- video games and literature