

dr Tomasz Gnat

The seminar will explore major questions, developments and practices in the study of games. It will focus on video games, but the exploration of tabletop games (board games, card games, PnP RPGs, war games etc.) and varied forms of gamification are equally welcome. The pre-eminent aspect of the study will be the process behind the creation of game narratives, both through the means of gameplay and game plot. We will explore the histories of video games and key ways in which video games, games in general and play have been theorized both in the academia and popular consciousness. The seminar will aim to develop the capacity with broad practical and theoretical knowledge regarding the structure of games and the role of games in wider contexts.

Suggested topics of students' MA dissertation may include:

- A) game design theory and practice - structures, history and conventions of game design
- B) gamification as the use of game thinking and game mechanics in non-game contexts
- C) cultural and theoretical developments in game studies.
- D) the construction of game narratives (the embedded vs. emergent narrative, common practices)
- E) cultural and social ramifications of games and gaming industry
- F) critical examination and discussion of the contemporary game studies literature
- G) video games in the context of new media
- H) video game localization theory and practice
- I) the history of video games

While the aforementioned topics remain our main focus, other issues concerning new media studies are equally welcomed.