

# English 2237: Studies in Video Game Storytelling

## General Information

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**Instructor:** Greg Holditch, [gholditch@langara.ca](mailto:gholditch@langara.ca), A303e.

**Course Times:** Tuesday, Thursday: 10:30-12:20

**Credits:** 3 (for information about transfer credit, visit [bctransferguide.ca](http://bctransferguide.ca))

## Course Description

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Critics and academics often dismiss the artistic merit of video games; for instance, in 2010, Roger Ebert remarked “video games can *never* be art.” The purpose of this course is to challenge this idea: we *will* consider games as art. Specifically, you will learn to critically “read” video games in a similar way that you would analyze a novel, poem, play or film.

In the first part of the course, we will develop a framework to analyze story telling in games. You will use this framework to analyze a number of “indie” (e.g. *What Remains of Edith Finch*, *Gone Home*, and *Brothers: A Tale of Two Sons*) and mainstream video games (e.g. *The Last of Us*) to consider the unique ways that video games tell complex stories and express ideas.

**Note:** This course is welcome to all students – from hardened video game veterans to squishy newbies.

## Course Texts

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This course does not require a textbook. All critical readings and videos are available online (links available through Brightspace). Most games can be downloaded through Steam (<http://store.steampowered.com/>), on your Android or Smartphone or your latest generation gaming console.