

MEVIT2725 – Video Games: Aesthetics, Industry and Culture

Take home exam, Autumn 2024

The exam opens on Monday 25 November at 11:00 AM. The submission deadline is Thursday 28 November at 11:00 AM.

The exam must be submitted as a PDF-file in Inspera (more about this below).

The exam overview consists of 4 pages.

The examination consists of two assignments, you must answer both. Assignment one is obligatory for everyone. In assignment two you must answer *either* analysis task (a) *or* analysis task (b).

- Before you start writing your exam submission, you must ensure that you have read and understood the University of Oslo's information about cheating:
<http://www.uio.no/english/studies/examinations/cheating/index.html>
- When you are writing an academic assignment, it is important that you familiarize yourself with the rules for quotations and the citing of sources and the use of tools created by Artificial Intelligence (AI), such as language models like GPT UiO, ChatGPT, and the like: <https://www.uio.no/english/studies/examinations/sources-citations/>

You must use a reference style (such as Harvard, MLA, Chicago or APA) throughout your exam submission, and in the bibliography/reference list at the end of the submission. You must provide a full reference list.

EXAM QUESTION/TEXT:

You must answer both assignments. The assignments count 50/50 in the evaluation and should be of approximately equal length. You must actively use and properly reference relevant course syllabus literature (the coursebook and articles) throughout your paper. Both assignments must meet at least the minimum requirements for a passing grade for you to pass the exam.

Assignment 1 (approximately 5 pages)

Video games and gaming have a multifaceted and creative metaculture. Explain the characteristics and importance of gaming metaculture and productive play, and connect this to significant events and developments in game history. Discuss central opportunities and challenges contemporary metaculture offers for players and the game industry. Use your own concrete examples from different types of content creation, player practices and game industry practices in the discussion.

Assignment 2 (approximately 5 pages)

Answer *either* analysis task (a) *or* analysis task (b).

The video game you analyze cannot be the same game you analyzed in the obligatory written assignment as part of the course qualification requirements.

(a) Conduct either a ludonarrative analysis or a representation analysis of a video game of your choice:

- Ludonarrative analysis: Explain briefly central terms and theories about narratives and storytelling in games. Use these terms and theories to analyze and interpret the relationship between gameplay, aesthetics and narrative elements in your chosen game. Formulate a specific research question for your analysis.
- Representation analysis: Explain briefly central terms and theories about representation and diversity in games. Use these terms and theories to analyze and interpret the relationship between gameplay, aesthetics and representations (e.g. of gender, sexuality, ethnicity) in your chosen game. Formulate a specific research question for your analysis.

(b) Analyze and interpret a multiplayer video game of your choice (local/online multiplayer). Focus especially on analyzing the multiplayer game's rules, mechanics, balancing and level design/topography. Discuss how the game enables and encourages various forms of cooperation and/or conflict between players, and how players can utilize the game's systems to create their own rules, playstyles or strategies. Formulate a specific research question for your analysis.

More information about the exam:

[Information about home examinations in Inspera from The University of Oslo.](#)

[Frequently asked questions before and during exams at IMK](#)

You will be answering the examination in a word processor (Word), and then upload your answers to Inspera as a PDF before the examination time is up.

Inspera closes precisely and automatically at 11:00 AM. You must calculate at least 2-3 minutes to convert your answers from a Word document to a PDF-document, and to upload the PDF-document to Inspera. Please follow the link for more information regarding converting to pdf: <https://www.uio.no/english/services/it/web/open-document-formats/pdf/>.

The uploaded document will be automatically submitted when the time is up. After starting the exam, you will see your remaining time in the upper left corner.

We recommend you to use the templates that you will find by following the link: <https://www.uio.no/english/studies/examinations/submissions/answer-exam/>

Remember that your examination answer is anonymous and that you shall not write your name in your answer. Please type the course code, semester, and your candidate number in the header in the document. Your candidate number is available in Studentweb. The name of the file you upload should be your candidate number (for example 1234.pdf)

If you want to withdraw from the examination, please click on the icon in the right corner, and then choose “withdraw”.

Requirements

This exam requires an essay of 10 pages, excluding front page and references. One page is calculated to ca 2300 characters without spaces.

Rules for use of sources and quotation and use of AI tools in unsupervised exams

When you are writing an academic assignment, it is important that you familiarize yourself with the rules for quotations and the citing of sources and the use of tools created by Artificial Intelligence (AI), such as language models like GPT UiO, ChatGPT, and the like:

<https://www.uio.no/english/studies/examinations/sources-citations/>

HF has additional information on writing academic papers:

<https://www.hf.uio.no/english/studies/sources-referencing/index.html>

UiO : Department of Media and Communication

Faculty of Humanities

Please make yourself familiar with what is considered cheating on exams:

<https://www.uio.no/english/studies/examinations/cheating/index.html>

The exam is intended to measure the knowledge and skills you have acquired. In order for the examiner to be able to assess your paper and measure your knowledge, the assignment must be an independent work written in your own words. If you use the material of others or a previously submitted paper, you must provide a reference in the text, and verbatim reproduction of text must be marked as a quotation. All papers are checked electronically for plagiarism.

AI tools and unsupervised exams

Language models generated using AI are not a lexicon of factual knowledge, but produce text based on statistical probabilities. The text generated by a language model is not verifiable (such as the text in a textbook), and therefore not a legitimate source. It may be considered cheating/attempted cheating if you submit an exam paper that includes longer text excerpts that you have not written yourself but have been generated by a language model.

Contact information

If you have technical questions for instance regarding your computer, internet or updates of browsers, please contact IT Helpdesk:

<https://www.uio.no/english/services/it/contact/helpdesk/html>

If you experience technical difficulties during your examination or have further questions, please call 22 84 10 70.

If you have questions regarding the subject or the examination questions, the course leader will be available by email on the first day of the examination from 11.00 – 15:00:

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