



Faculty of Arts and Social Sciences
Comparative Literature

Syllabus

Video game rhetoric: Narrative, cultural, and multimodal perspectives

Course Code:

LVGAM3

Course Title:

Video game rhetoric: Narrative, cultural, and multimodal perspectives

Datorspelens retorik: narrativa, kulturella och multimodala perspektiv

Credits:

7.5

Degree Level:

Undergraduate level

Progressive Specialisation:

First cycle, has only upper-secondary level entry requirements (G1N)

Major Field of Study:

Course Approval

The syllabus was approved by the Faculty of Arts and Social Sciences 2025-09-11, and is valid from the Spring semester 2026 at Karlstad University.

Prerequisites

General admission requirements

Learning Outcomes

Upon completion of the course, students should be able to:

1. give an account of and reflect upon rhetorical, aesthetic, and cultural aspects of computer games and game-related materials,
2. apply basic concepts for rhetorical, literary, or linguistic analysis of computer games and game-related materials, and
3. carry out basic rhetorical, literary, or linguistic analyses of computer games and game-related materials.

Content

The course outlines how computer games can be understood and analysed as rhetorical and cultural texts in a broad sense. Computer games are prominent and popular cultural expressions with technical, aesthetic, and social dimensions. Games communicate in themselves, players communicate within games, and there is also extensive communication about games, for example in game journalism and criticism, in cultural sections of newspapers, and online. The course addresses different types of computer games and game-related rhetorical materials, from journalism, marketing, social media and so on, and examines them through rhetorical, narrative, literary, trans- and intermedial, as well as multimodal perspectives. The course thus offers several overlapping approaches to games and gaming culture, providing students with tools to understand and study these complex and multifaceted cultural texts.

Reading List

See separate document.

Examination

Learning outcome 1 is assessed based on seminar participation.

Learning outcomes 2 and 3 are assessed based on individual oral presentations and an individual written hand-in assignment.

If students have a decision from Karlstad University entitling them to Targeted Study Support due to a documented disability, the examiner has the right to give such students an adapted examination or to examine them in a different

manner.

Grades

One of the grades Distinction (VG), Pass (G), or Fail (U) is awarded in the examination of the course.

Quality Assurance

Follow-up relating to learning conditions and goal-fulfilment takes place both during and upon completion of the course in order to ensure continuous improvement. Course evaluation is partly based on student views and experiences obtained in accordance with current regulations and partly on other data and documentation. Students will be informed of the result of the evaluation and of any measures to be taken.

Course Certificate

A course certificate will be provided upon request.

Additional information

The local regulations for studies at the Bachelor and Master levels at Karlstad University stipulate the obligations and rights of students and staff.