



Faculty of Arts and Social Sciences
English

Course Reading

Narrative in video games: A historical overview

Valid from 09/02/2024

Course Code: ENGAM3

Course Title: Narrative in video games: A historical overview

Credits: 7.5

Degree Level: Undergraduate level

Books

Beil, Benjamin et al. (eds.): (2021). *Paratextualizing Games. Investigations on the Paraphernalia and Peripheries of Play*. Bielefeld: Transcript Verlag (cirka 50 sidor)

Heussner, Tobias, et al. (2015). *The Game Narrative Toolbox*. Oxfordshire: Taylor & Francis (cirka 100 sidor)

Kushner, David (2003). *Masters of Doom*. London: Piatkus Books (cirka 350 sidor)

Book Chapter

Bateman et al. (2017). Introduction: The Challenge of Multimodality. *Multimodality. Foundations, Research and Analysis. A Problem-Oriented Introduction* (p. 7-21) Berlin: de Gruyter

Gallagher, Rob. Plotting the Loop. Videogames and Narratability. In Zara Dinnen & Robin Warhol (Editor). *The Edinburgh Companion to Contemporary Narrative Theories* (p. 174-186) Edinburgh: Edinburgh University Press

Additional literature in the form of book chapters, articles and web texts will be added by the teacher (approximately 150 pages)

Approved by the Faculty Board of Arts and Social Sciences 02/06/2024