



Faculty of Arts and Social Sciences
English

Course Reading

Narrative in video games: A historical overview

Valid from 01/20/2025

Course Code: ENGAM3

Course Title: Narrative in video games: A historical overview

Credits: 7.5

Degree Level: Undergraduate level

Books

Kushner, David (2003). *Masters of Doom*. London: Piatkus Books (cirka 300 sidor)

Book Chapter

Egenfeldt-Nielsen, Simon, Jonas Heide Smith & Susana Parajes Tosca (2020). Video Game Aesthetics. *Understanding Video Games. The Essential Introduction. Fourth Edition* (p. 121-155) New York: Routledge

Egenfeldt-Nielsen, Simon, Jonas Heide Smith & Susana Parajes Tosca (2020). Narrative. *Understanding Video Games. The Essential Introduction. Fourth Edition* (p. 201-240) New York: Routledge

Green, Amy (2017). Structural Features of Digital Stories. *Storytelling in Video Games*: (p. 35-64) Jefferson: McFarland

Green, Amy (2017). Digital Storytelling and the Importance of Play. *Storytelling in Video Games:: The Art of Digital Narrative* (p. 5-34) Jefferson: McFarland

Seiwald, Regina (2021). The Ludic Nature of Paratexts. Playful Material in and Beyond Video Games. In Beil, Benjamin (Editor). *Paratextualizing Games. Investigations on the Paraphernalia and Peripheries of Play* (p. 293-317) Bielefeld: Transcript Verlag

Reference material

Brown, Harry J. (2008). Videogames and Storytelling. *Videogames and Education* (p. 3-20) Armonk: M.E. Sharpe

Egenfeldt-Nielsen, Simon, Jonas Heide Smith & Susana Parajes Tosca (2020). What Is a Game?. *Understanding Video Games. The Essential Introduction. Fourth Edition* (p. 31-59) New York: Routledge

Additional literature in the form of book chapters, articles and web texts will be added by the teacher (approximately 200 pages)

Approved by the Faculty Board of Arts and Social Sciences 03/18/2025