



Faculty of Arts and Social Sciences
Comparative Literature

Course Reading

Video game rhetoric: Narrative, cultural, and multimodal perspectives

Valid from 01/19/2026

Course Code: LVGAM3

Course Title: Video game rhetoric: Narrative, cultural, and multimodal perspectives

Credits: 7.5

Degree Level: Undergraduate level

Books

Bogost, Ian (2010). *Persuasive games: The expressive power of videogames*. Boston: MIT Press

Book Chapter

Gee, James P. (2015). Discourse analysis of games. In Rodney Jones, Alice Chik, & Christoph A. Hafner (Editor). *Discourse and digital practices* (p. 18?27)

Articles

Lundström, Stefan (2021). Spel som berättelser. *Utbildning & lärande*, 15 (2)

Additionally, book chapters, articles, and other readings will be provided during the course. All course readings will be made available by to students the course convener on the course learning platform.

Approved by the Faculty Board of Arts and Social Sciences 09/12/2025