

WGS 361 Exam #1

wgs 361 / autumn 2016 / university of oregon / chang



You will have three take-home exam opportunities, which will consist of short answer and essay questions. Exams will be due (approximately) at the end of Week 4, Week 8, and Week 11. You must complete two of the three exams. Exams will be cumulative and based on the class readings, video games and other media, and class discussions.

Guidelines and Due Dates

The exam will consist of one short answer essays and one longer, more sustained essay. The two short answers will focus on course goals, terms, and important concepts. The long essay will present you with a selection of games or virtual world texts and ask you to apply your critical, analytical, and close playing skills to one of your choice. For both essays, be sure to provide specific details and selective quotes from the readings to help you develop a precise and thoughtful answer. Here are your three prompts (complete all three):

Part I: Short Answer Essay (1 to 2 pages)

1. Drawing on a key example from the documentary *Second Skin*, define one of the following terms: **the magic circle**, **the immersive fallacy**, **the heteronormative matrix**, **gender**, or **identification**.

Part II: Close Playing Essay (3 to 4 pages)

3. Close play and/or close read only one of the following texts:

- I Wish I Were the Moon (Daniel Benmergui, 2008): <http://www.kongregate.com/games/danielben/i-wish-i-were-the-moon>
- Loved (Alexander Ocias, 2010): <http://www.kongregate.com/games/AlexanderOcias/loved>
- Google Chrome Lady Gaga's "Edge of Glory" Commercial (2011): <https://www.youtube.com/watch?v=bBZYncILdLE>

For this essay, generate an critical, academic claim for and analysis of your selected text. Suggested claims might answer questions about the definition of gender, heteronormativity, the critical potential for games, diversity or identities in cyberspace, masculinity, or even the #gamergate backlash. Your argument must be specific, focused, and supported by close playing details. Your analysis must put at least **three** of the primary course readings (or two main readings and two keyword essays) into conversation with your selected text. In other words, use the course readings as research to help you write your essay and demonstrate what you have put into play during the first third of the quarter. You may incorporate additional research (one or two relevant, authoritative sources) if you find them helpful. Finally, your essay must do more than simply describe or summarize your text or respond personally or thematically.

Outstanding essays have a clear claim, use and integrate evidence effectively and selectively, and engage one or two of the main lines of inquiry for the course. Outstanding essays do more than point to examples or similarities between game and reading. Outstanding essays use close playing to make an argument and use close reading to show how the course concepts illuminate a game or digital text.

Guidelines and Due Dates

Format: Formal, academic paper for an audience of your class
Use 12-point Times New Roman, 1" margins, standard double-spacing, proper heading and name block, page numbers, use subheadings to title each essay/section, single-sided print
MLA or APA citations and bibliography

Due: Monday, October 24, at the start of class