

# MEVIT2725 - Audiovisual Aesthetics

Take home exam, autumn 2022

Monday 28 November at 11:00 – Thursday 1 December at 11:00

Candidates must submit their exam paper in Inspera no later than **Thursday 1 December at 11.00 AM.**

**You must answer both assignments. The assignments count 50/50 in the evaluation and should be of approximately equal length. You must actively use and properly reference relevant syllabus literature (the course book and electronic articles/book chapters) throughout your paper. Both assignments must meet at least the minimum requirements for a passing grade in order to pass the exam.**

Before you start writing your exam submission, you must ensure that you have read and understood the University of Oslo's information about cheating:

<http://www.uio.no/english/studies/examinations/cheating/index.html>

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## **Assignment 1 (approximately 5 pages)**

Explain the general characteristics of the game industry as a creative and cultural industry. Discuss some key historical events and developments that have been important in shaping today's industry and game development practices. Reflect on the central opportunities and challenges for different types of developers today. Use examples from specific game studios and/or game titles in your discussion.

## **Assignment 2 (approximately 5 pages)**

Answer *either* analysis task (a) *or* analysis task (b). The game you analyze must be a different game than the game you analyzed in the obligatory individual assignment as part of the course qualification requirements.

(a) Conduct a narrative analysis or a representation analysis of a video game of your choice:

- For a narrative analysis, explain briefly central terms and theories about narratives and storytelling in games. Use these terms and theories to analyze and interpret the

relationship between gameplay, aesthetics and narrative elements in your chosen game. Formulate a specific analysis question.

- For a representation analysis, explain briefly central terms and theories about representations in games. Use these terms and theories to analyze and interpret the relationship between gameplay, aesthetics and cultural representations (e.g. of gender, sexuality, ethnicity) in your chosen game. Formulate a specific analysis question.

(b) Analyze a multiplayer game of your choice (local/online multiplayer). Focus especially on analyzing the multiplayer game's rules, mechanics, balancing and level design/topography. Discuss how the game enables and encourages various forms of cooperation and/or conflict between players, and how players can utilize the game's systems to create their own rules, playstyles or strategies. Formulate a specific analysis question.

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### Information about the exam

- Your exam submission should be approximately 10 standard pages long (5 pages per assignment), not containing the front page and bibliography.
- Use Times New Roman, 12pt, 1.5 line spacing.
- You must write your submission in Norwegian, Swedish, Danish or English.
- You must use a reference style (e.g. Harvard, Chicago, MLA, APA) consistently and precisely throughout your submission and in the literature list. If you are unsure of how to use sources and citations properly, please consult the [University library's resource page](#), or the [Search and Write webpage](#).
- Before you submit your exam, you must also ensure that it conforms to [the University's rules regarding cheating](#).
- The file you submit must be a PDF file (.pdf). Other formats will not be accepted by Inspira.
- Do not include your name anywhere on the submission.
- Your file should be named after your candidate number, for instance 1234.pdf.
- It is your own responsibility to ensure that the file is readable before you submit it in Inspira.

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**Senior lecturer Joakim Johansen Østby will answer questions related to the exam assignments between 11:00-15:00 on 28 November. Questions may be emailed to [j.j.ostby@media.uio.no](mailto:j.j.ostby@media.uio.no). Your question will be answered on the first day of the exam.**

**The exam results will be published in Studentweb within three weeks. Results will not be given by phone or e-mail.**