

## MEVIT2725 – Video Games: Aesthetics, Industry and Culture

Take home exam, autumn 2023

The exam opens on Monday 27 November at 11:00 AM. The submission deadline is Thursday 30 November at 11:00 AM.

The exam must be submitted as a PDF-file in Inspira (more about this below).

**The exam overview consists of 2 pages, and 2 exam questions. You must answer all questions.**

- 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>
- You must use a reference style (such as Harvard, MLA, Chicago or APA) throughout your exam submission, and in the bibliography/reference list at the end of the submission. Therefore, you must also read the University's guidelines:  
<http://www.uio.no/english/studies/examinations/sources-citations/>

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### EXAM QUESTION/TEXT:

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 course syllabus literature (the coursebook and articles) throughout your paper. Both assignments must meet at least the minimum requirements for a passing grade in order for you to pass the exam.

#### Assignment 1 (approximately 5 pages)

Since their commercial inception in the 1970s, video games and gaming have evolved from a niche to a significant and influential mainstream cultural phenomenon. Discuss some key historical events and developments that have been central in this evolution. Then, reflect on the cultural position of video games today, and the opportunities and challenges that come

with this position. Use examples from the game industry, games and the metaculture of games as examples in your discussion.

Assignment 2 (approximately 5 pages)

Answer **either** analysis task (a) **or** analysis task (b). The game you analyze cannot be the same game you analyzed in the obligatory written assignment as part of the course qualification requirements.

- (a) Analyze and interpret the form, function and audiovisual aspects of the gameworld in a video game of your choice. Explain the relationship between the gameworld's explicit and implicit rules and mechanics, focusing on what you are encouraged/able to do and what you are discouraged from doing/unable to do. Discuss how this is combined with narrative/storytelling elements or cultural representations to create particular and meaningful interactions and experiences. Formulate a specific research question for your analysis.
- (b) Analyze and interpret 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 research question for your analysis.
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More information about the exam:

- [Information about home examinations in Inspera from The University of Oslo.](#)
- You may submit your exam in Norwegian, Swedish, Danish or English.
- You must submit your exam in Inspera by uploading your answer as a PDF file. Your front page must include your candidate number that you find in Studentweb, the course code and the course name as well as semester and year. The name of the file you upload should be your candidate number (for example 1234.pdf)
- Inspera closes precisely and automatically at 11:00 AM, so you must upload your file at latest 10:59 AM.

# UiO : Department of Media and Communication

Faculty of Humanities

- Courses of 10 ECTS normally requires an exam of 10 pages (one page is calculated to ca 2300 characters without spaces) excluding front page and references.
- [Frequently asked questions before and during exams at IMK](#)
- Course coordinator Joakim Johansen Østby can be contacted through e-mail (not Canvas) at [j.j.ostby@media.uio.no](mailto:j.j.ostby@media.uio.no), and will answer questions regarding the exam submitted by 15:00 on the first day of the exam (Monday 27 November). Questions will generally be answered by the end of the day.
- **The exam results will be published in Studentweb within three weeks. Results will not be revealed by phone or e-mail.**