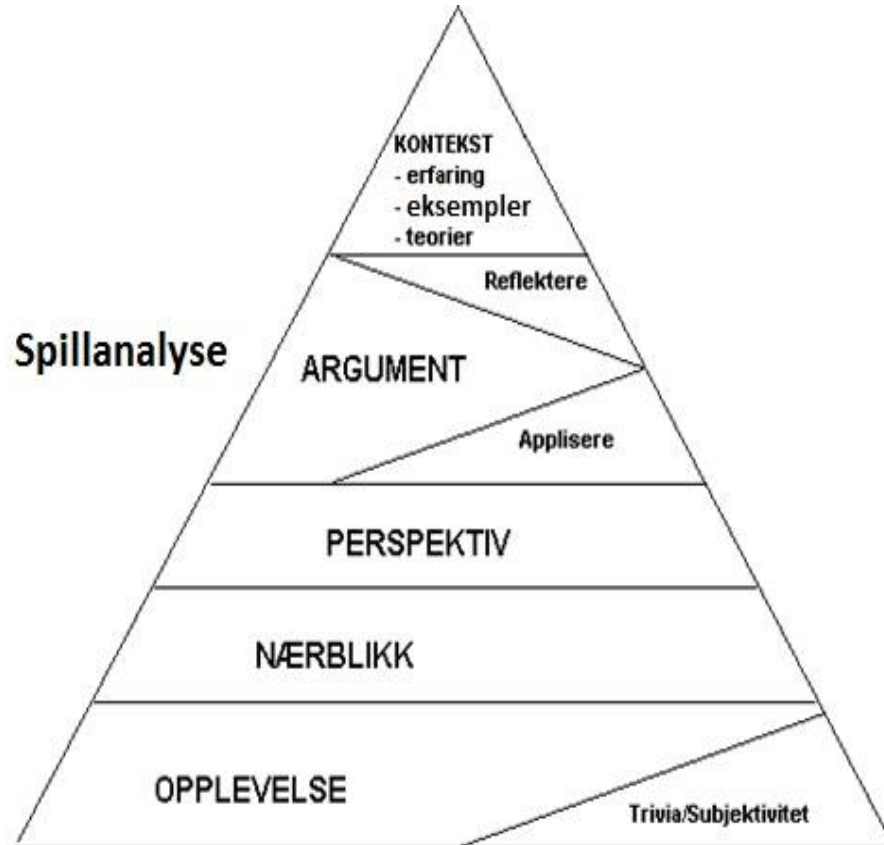
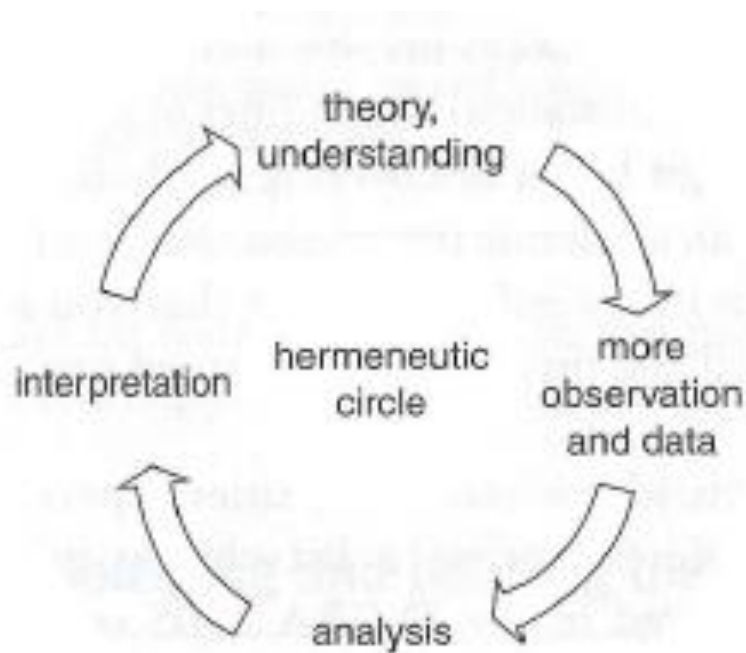


Purpose of writing analytical text



- Text analysis
- From experience to expertise
 - Show that you have learned
 - Be able to pick something apart and see how it works
- Put words on, create arguments about
- Incorporate academic procedures
- Accuracy Level
- Use sources and theory
 - Use sources
 - Show that you have read and understood theory

Analysis



- Formulate a research statement (problemstilling)
 - What are you going to discuss in your analysis?
- Simple and concise
 - A sentence
- Avoid woolly language
 - Don't use subjective language
- Be open to the need to change the research statement as you work
 - That is normal!
- Research statement should open up for you to use theory from the syllabus
 - If not, it is useless

Preparations

- Sensible choice of analysis object
- Play the game several times
- Take notes along the way
- Make dispositions
 - argument
 - relevant perspective / theory
 - Examples
- Don't retell the game's elements
 - Don't make a Wikipedia page!
- Pick out some relevant examples
- Don't make subjective, unsubstantiated claims!
- Critical reflection



The writing process

The language:

- precisely
- effectively
- varied
- proofreading is necessary
- Unintelligible language pulls down
- Avoid unnecessary line breaks
 - Don't try to pad the page numbers



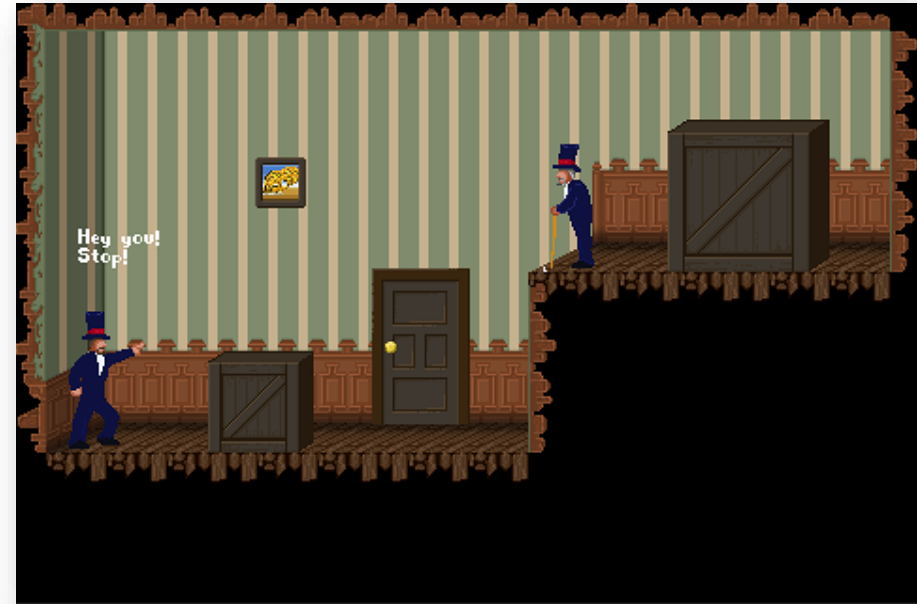
Example of precise language use

IKKE: *Jeg synes at Left 4 Dead 2 har mange gameplay mekanikker som er utrolig bra og skaper følelsen av frykt.*

HELLER: Left 4 Dead 2 har flere gameplay mekanikker som prøver å skape følelsen av frykt i spilleren. Blant annet tar det tid å lade våpenene, noe som gjør deg forsvarsløs en kort stund. Spesielle zombier kan uskadeliggjøre deg, slik at du ikke kan forsvare deg og blir hjelpesløs. I tillegg er det store områder som er mørke og som krever at man bruker lommelykt for å lyse opp sine omgivelser, noe som skaper intense opplevelser.

Med teori: Briar Lee Mitchell (2012, p.89) stresses the importance of well designed characters and how they facilitates success gameplay by making the game more enjoyable. This can probably be said about all the elements in the world; a good looking game with well designed visuals makes for a more enjoyable game.

- **Main section in the analysis**
- Remember the red thread: focus on research statement and arguments/discussion you want to make
- Explain theory in your own words as far as possible, and be careful about the citation. Is this particular theoretical point relevant to your argument?
- Vary between general points, specific illustrations and well-formulated explanations
- Discuss: see the issue from several sides
- Avoid getting too technical: what function does this element exactly have and is it relevant?
- Remember to paraphrase from the syllabus.
 - Explain in your own words so that the examiner sees that you have understood the theory you are referring to
 - APA!



Line of reasoning

Each argument is separated into its own sections and contains:

- a. **Claim:**
 - a. Theory
- b. **Illustration:**
- c. **Explanation:**
 - a. Theory



- End/Summary
- Collect the threads
- Highlight again your (main) argument and show that you have answered the research statement
- Avoid subjective and irrelevant sentences (Personally, I think Left4Dead is the coolest game ever, at least compared to crap games like Gone Home and Tetris. Good summer!)