

# CMLIT 191M Midterm 1 Study Guide

Josep eh Sepich Sept 27

## Contents

<b>Day One: The Etruscan Vase</b>	<b>1</b>
Facing the Artifact . . . . .	2
The Etruscan Vase . . . . .	2
<b>Day Two</b>	<b>2</b>
<b>Day Three</b>	<b>2</b>
<b>Day Four</b>	<b>2</b>
<b>Day Five</b>	<b>2</b>
<b>Day Six</b>	<b>2</b>
<b>Day Seven</b>	<b>2</b>
<b>Day Eight</b>	<b>2</b>

## Day One: The Etruscan Vase

The main goal of this course is the understand how the world works through video games. In order to achieve this goal, we will have to look at video games as cultural artifacts. Artifacts exist through all of human history, because work does not necessarily come before “play”. We may think of having to go to a 9-5 job before performing leisure, but humans have always produced stories and art. This is why to understand culture we must be able to analyze the artifacts it produces.

Facing the Artifact

The Etruscan Vase

Day Two

Day Three

Day Four

Day Five

Day Six

Day Seven

Day Eight