

# CMLIT 191M Midterm 1 Study Guide

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## 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.

In this way this course brings together both the arts and humanities. **Art** is the study of the history and making of objects we call art. **Humanities** is the study of the history of all human life and activity.

### Facing the Artifact

When examining an artifact there are some basic questions you may ask of it.

## Questions

- When is this from?
- What is it?
- Who made it?
- How is the object exchanged?
- Why was it made?
- What is it for?
- What information can I gather about the manufacturer/maker?
- Is this object priceless or sentimental?
- What influenced the making of this object?
- What did this object influence?
- What does it depict and why?

## Primary vs. Secondary Characteristic

Primary and secondary characteristics are important aspects of analyzing a cultural artifact. A **primary** characteristic is something included for the intended and conscious use of the object. For a statue the shape would be a primary characteristic. For a game the dialogue would be a primary characteristic. A **secondary** characteristic is something non-primary that happened to be there. For a statue the weight is a secondary characteristic. For a video game the storage size is a secondary characteristic.

## The Etruscan Vase

### Phatic Exchange

### Day Two

### Day Three

### Day Four

### Day Five

### Day Six

### Day Seven

### Day Eight