**English 391: Studies in a Genre**  
Spring 2023 at the University of Victoria  
lək̓ʷəŋən and WSÁNEĆ territories  
Taught by Jentery Sayers (he / him)

YOUR NAME:

# Take-Home Exam 2

This is your second and final exam in English 391, and it covers material and meetings from Tuesday, February 7th through Friday, March 17th.

The exam is *open-book*, meaning you are allowed to use your notes, assigned readings, the library, and the internet to respond to the questions.

You are *not* expected to refer to anything other than English 391 lectures (including your notes), Volume 2 of the “Video Game Documentation” media collection (in Brightspace), and “Rhetorical Genre Studies” by Anis S. Bawarshi and Mary Jo Reiff.

## Academic Integrity

By responding to this exam, you confirm that:

* You followed UVic academic regulations and observed standards of scholarly integrity (e.g., no plagiarism or cheating).
* You completed this exam *individually* and not with a friend, classmate, or group.
* You did not share your answers with anyone else, including your peers in this course, at any time.
* You did not give or receive any aid on this exam. (The use of a spell and/or grammar checker on your computer is permitted.)
* Each response to every exam question is your own, excluding quoted and paraphrased material that is clearly cited.
* You cited any sources, including assigned reading and internet sources, that you used to answer the exam questions.

## Section 1

Each of the following questions is worth *5 points* for a total of 25 points in this section. Your responses should demonstrate your *understanding* of pertinent course material, including lectures, assigned games and reading, and discussions. (See “Assessment” below for details.)

*Point form and incomplete sentences are preferred.* Please do not use more than *100 words* per response. (I will use a word counting tool during assessment.) Do not include audio, images, or video in your answers. You are welcome to quote or paraphrase my lectures and lecture notes in your answers.

**SECTION 1 QUESTIONS BEGIN HERE.**

1. Provide *three* working definitions of “metagame” in the context of video games.

ANSWER:

2. Identify and briefly describe *three* types of metagames in the context of video games.

ANSWER:

3. Use lecture material in this course to define a “secondary contradiction” in the activity theory of video games and then communicate that definition in your own words.

ANSWER:

4. Use lecture material in this course to define a “tertiary contradiction” in the activity theory of video games and then communicate that definition in your own words.

ANSWER:

5. Define a “player story” in the activity theory of video games and then include a URL (i.e., a web address) of *one* example. (The URL aspect of this question will only be assessed on *whether you included the URL* and *not whether the content at the URL is a compelling example* of a player story. Just do your best to identify an example of a player story and then point me to it.)

ANSWER:

**SECTION 1 QUESTIONS END HERE.**

## Section 2

Each of the following questions is worth *15 points* for a total of 75 points in this section. Your responses should demonstrate your *understanding and application* of pertinent course material, including lectures, assigned games and reading, and discussions. (See “Assessment” below for details.)

*Complete sentences are preferred.* Please do not use more than *200 words* per response. (I will use a word counting tool during assessment.) Do not include audio, images, or video in your answers.

Please also *refrain from interpreting the same game* in more than one response. See the [“Video Game Documentation” media collection](https://echo360.ca/collection/eaf8e885-8eaa-43f6-a8e6-7bc6e0b16b2c/public) for video files you may interpret. For the sake of brevity in the following questions, I refer to this collection as “the media collection.” You may also want to consult [this spreadsheet](https://bit.ly/3Im7Tg8) of games we are studying in English 391.

**SECTION 2 QUESTIONS BEGIN HERE.**

6. Use a compelling or unique example from a game documented in the media collection to explain how video games *evoke* stories.

ANSWER:

7. Use a compelling or unique example from a game documented in the media collection to explain how video games *enact* stories.

ANSWER:

8. Use a compelling or unique example from a game documented in the media collection to explain how video games *embed* stories.

ANSWER:

9. Use a compelling or unique example that draws from a game documented in the media collection to explain how stories can *emerge* from playing video games. Your answer may be based on your own experiences watching or playing this particular game.

ANSWER:

10. Identify a genre set in a game documented in the media collection and explain how it’s conducive to both *flow* and *friction*.

ANSWER:

**SECTION 2 QUESTIONS END HERE.**

Now please include a list of works cited / references.

WORKS CITED / REFERENCES

**TAKE-HOME EXAM 2 ENDS HERE.**