**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 1

This is your first of two exams in English 391, and it covers material and meetings from Wednesday, January 11th through Tuesday, January 31st.

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 do *not* need to refer to anything other than English 391 lectures (including your notes), the "Video Game Documentation" media collection (in Brightspace), and "Genre in Literary Traditions" and "Rhetorical Genre Studies," by Anis S. Bawarshi and Mary Jo Reiff, to correctly answer the exam questions and earn an A+ (90-100) on the exam.

## Academic Integrity

By responding to this exam, you confirm that:

1. You followed UVic academic regulations and observed standards of scholarly integrity (e.g., no plagiarism or cheating).
2. You completed this exam *individually* and not with a friend, classmate, or group.
3. You did not share your answers with anyone else, including your peers in this course, at any time.
4. 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.)
5. Each response to every exam question is your own, excluding quoted and paraphrased material that is clearly cited.
6. 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 reading, and discussions.

*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.

**SECTION 1 QUESTIONS BEGIN HERE.**

1. What are *two* limitations of the “neoclassical” approach to genre?

ANSWER:

2. What are *two* limitations of the “structuralist” approach to genre?

ANSWER:

3. What are *two* limitations of the “romantic” approach to genre?

ANSWER:

4. What are *two* limitations of the “reader response” approach to genre?

ANSWER:

5. If genre is an action, then what are *two* things it does in games?

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 reading, and discussions.

*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/bf01c137-2a45-4c6b-8e6e-88906a44b7aa/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’re studying in English 391.

**SECTION 2 QUESTIONS BEGIN HERE.**

6. Define “uptake” in genre studies and explain it using an example from a game documented in the media collection.

ANSWER:

7. Define “genre set” in genre studies and explain it using an example from a game documented in the media collection.

ANSWER:

8. Define “mechanic” in game studies and explain how it shapes genre expectations in a game documented in the media collection.

ANSWER:

9. Identify a story element in genre studies and use an example to explain how it shapes expectations in a game documented in the media collection.

ANSWER:

10. Use an example from a game documented in the media collection to explain the co-existence of convention and creativity in genre studies.

ANSWER:

**SECTION 2 QUESTIONS END HERE.**

Now please include a list of works cited / references.

WORKS CITED / REFERENCES

**TAKE-HOME EXAM 1 ENDS HERE.**