**Media Studies 200: An Introduction to Media Studies**  
Fall 2023 at the University of Victoria  
lək̓ʷəŋən and WSÁNEĆ territories  
Taught by Jentery Sayers (he / him)

YOUR NAME:

# Worksheet 3

This is your third of four worksheets in MDIA 200, and it covers material from Weeks 7, 8, and 9 (Oct. 16 - Nov. 2) of class. Your response is due via Brightspace by the end of Week 10: Friday, November 10th at noon.

The worksheet is *open-book*, meaning you are allowed to use your notes, assigned primary sources, the course website, the library, and the internet to address the prompts.

*Please ensure you cite your source material.*

## Academic Integrity

By responding to this worksheet, you confirm that:

* You followed UVic academic regulations and observed standards of academic integrity (e.g., no plagiarism or cheating).
* You completed this worksheet individually.
* Each response to every prompt is your own, excluding quoted and paraphrased material that is clearly cited.
* You cited any sources, including assigned course material and internet sources, that you used to address the prompts.

## Section 1 (10 points each)

Please do not use more than *225 words* per response. (I will use a word-counting tool during assessment.) Do not include audio, images, or video in your responses. Your examples should be specific, citable, and drawn from course material between Weeks 1 and 9. By “course material,” I mean assigned primary sources, lectures, class discussions, and the course website, including the notes and glossary. You are welcome and in fact encouraged to quote definitions in your responses, but please cite your sources, including the course website (see “Citing Your Sources” below for details).

**SECTION 1 PROMPTS BEGIN HERE.**

1. What is affect? Use an example from the course material to explain its importance.

ANSWER:

1. What is semiotics? Use an example from the course material to explain its importance.

ANSWER:

1. What is environmental storytelling? Use an example from the course material to explain its importance.

ANSWER:

1. What’s the difference between a story and a narrative? Use an example from the course material to explain this difference.

ANSWER:

**SECTION 1 PROMPTS END HERE.**

## Section 2 (15 points each)

Please do not use more than *300 words* per response. (I will use a word-counting tool during assessment.) You are welcome to embed or attach audio, images, and video files as examples of content “outside the course material.” These files may be your own, but please cite them if they are not. By “course material,” I mean assigned primary sources, lectures, class discussions, and the course website, including the notes and glossary. Again, please cite your sources, including the course website (see “Citing Your Sources” below for details).

**SECTION 2 PROMPTS BEGIN HERE.**

1. What is mimetic communication? Use an example *outside* the course material to explain its importance.

ANSWER:

1. Kamla says the following in Hopkinson’s “Message in a Bottle”: “Sometimes interpretation is a trap. Sometimes we need to simply observe” (23). Could Kamla’s remark be understood as a criticism of semiotics? Why or why not?

ANSWER:

1. Describe a moment when you felt a “shared pulse” while experiencing a particular work of media with other people. What role did affect play in the experience, and what was social or shared about it? Be sure to identify and cite the work. It can be a video game, comic, tv show, animation, podcast, short story, novel, or livestream.

ANSWER:

1. Please use storyboarding to transform the experience of playing a video game of your choice into a narrative of your choice. The narrative should consist of at least three “shots” or scenes, with equilibrium, disruption, and a new equilibrium. Be sure to embed or attach your storyboard.

ANSWER:

**SECTION 2 PROMPTS END HERE.**

Now please include a list of works cited. I’ve added our three primary sources for Weeks 7, 8, and 9 to get you started.

**WORKS CITED**

Haupt, Angela. “You Don’t Like Violence But Want to Watch *Squid Game*. These Tips Can Help.” *The Washington Post*, October 14, 2021, www.washingtonpost.com/lifestyle/2021/ 10/14/ tv-violence-squid-game-watch/. Accessed 18 October 2023.

Hopkinson, Nalo. “Message in a Bottle.” *Report from Planet Midnight*. PM Press, 2015, pp. 1-26.

Niantic, Inc. *Pokémon GO*, 2016, pokemongolive.com. Accessed 18 October 2023.

**WORKSHEET 3 ENDS HERE.**