**COMM 105G READING WORKSHEET**

Author, publication date, title: “A Practiced Practice: Speedrunning Through Space With de Certeau and Virilio.” Rainforest Scully-Baker, 2014. Game Studies 14(1).

What is this reading’s topic? Where and when was the research done?

This reading’s topic is about speedrunning. Speedrunning is when a person playing a video game tries to get to the very end of the game in the shortest amount of time possible. These people tend to use tours that were not intended to be used by the creators. This research was done in 2014.

What is the author(s)’s argument? Try to find it in the reading—noting the page number—and then restate it in your own words:

The author’s argument is that, when speedrunning, you have to know the game map really well and that he considers it a practiced practice. (11)

Which methods did the author(s) use to collect data?

The author used other people’s research and took in their findings to collect his data.

What pieces of evidence help support the argument? Note page numbers:

Instead, I would suggest that speedrunning requires a heightened presence in the gamespace, a hyperexistence. While it may still be true that speedrunning is a “contemporary avantgarde practice”, it is more prudent to think of it as a Practiced Practice (Franklin, 2009, 176).

What did this reading make you think about? Is there anything that you are still confused about/would like to know more about?

I never knew that speedrunning was a thing. I knew people would try to finish games the fastest that they could but I didn’t realize that it was a common thing among the gaming community. I have never tried to do this either and now I want to play a game and finish it in the fastest that I can.