

English 230
Contemporary Media and Fiction
Fall 2021 | TWF 10:30 – 11:20am

Instructor: Jentery Sayers | Associate Professor | Dept. of English

Email: jentery@uvic.ca (don't hesitate to contact me with any questions about this course)

Course Description

How do we not only *read* stories but also *see*, *hear*, *watch*, and *play* them? This course samples various critical approaches to engaging audio, images, and text in fiction today. We'll examine important works from the 21st century across numerous formats, including short fiction, graphic novels, dramatic podcasts, and games. Along the way, you'll learn how to write about media and fiction for the web and how to integrate a range of modalities into the interpretive process. I'll assume no previous experience with games, audio, or media arts.



Image: Typewriter from the game, Gone Home (2013), by the Fullbright Company

I'll ask you to complete the following assignments:

- A series of brief, focused responses to assigned fictions (20% x 4)
- Workshops on key concepts in literary and media studies (5% x 4)

We will study the following works, but I'll ask you to purchase only *Fun Home*:

- Alison Bechdel, *Fun Home: A Family Tragicomic* (2006; graphic novel; required purchase)
- Toby Fox and Temmie Chang, *Undertale* (2015; role-playing game)
- Extremely Ok, *Celeste* (2018; platforming game)
- Fullbright, *Gone Home* (2013; first-person game)
- Nalo Hopkinson, "Message in a Bottle" (2004; short fiction)
- N.K. Jemisin, selections from *The Fifth Season* (2015; novel)
- Marina Kittaka, *Secrets Agent* (2014; adventure puzzle game with voice-over)
- Janina Matthewson and Jeffrey Cranor, *Within the Wires* (2016; dramatic podcast)
- Porpentine and Brenda Neotenomie, *With Those We Love Alive* (2014; interactive fiction)
- Amanda Strong and Leanne Betasamosake Simpson, *Biidaaban (The Dawn Comes)* (2018; animated short film)
- Young-Hae Chang Heavy Industries, *MOOD OF THE MOMENT* (2007; animation)