

Veranstalter.....	Simone Lechner, M.A.
Thema.....	Language and Video Games
Art der Veranstaltung.....	Übung (AA-W, AA-WB)
Veranstaltungsnummer.....	53- 527
Zeit.....	Blocktermine 21.-22.11. und 16.-17.1.15
Raum.....	Phil 701
Beginn.....	21. 11. 2014

Course description:

Video and computer games have become an important part not only of youth culture, but arguably of our modern-day culture as a whole. There are many different genres in games. All of them follow their own set of rules and traditions, and all of them have very distinct ways of using language to immerse players in their gaming environment.

This course will focus on four main aspects. First, we will look at how language is used by characters in different gaming genres. Here we will deal with how choices in language use mark characters as foreign, as the other (and therefore as opponents) or as allies. Then, we will look at how the game pragmatically interacts with the player, i.e. how speech acts are realized when one of the two parties only has a limited set of possible reactions at their disposal. We will then deal with how narrative structures are linguistically framed in video and computer games. Finally, we will discuss whether and to what extent video games that are not specifically aimed at language teaching can further language acquisition and language learning.

A list of references and topics for presentations will be handed out in the first session.

Course Requirements: Regular attendance and active participation

Sprechstunde in der Vorlesungszeit:	Wednesdays 2 p.m. - 4 p.m.
Sprechstunde in der vorlesungsfreien Zeit:	