« Cultures visuelles et numériques / Visual and digital cultures »
UFR Langues et Communication, Université de Bourgogne / FORTHEM Alliance

SCHEDULE and SYLLABI / Spring semester (S2), January-March 2023

** All classes are in English, and will be taught remotely (on the Teams platform), every Monday evening. All indicated times are on French time. The evaluation is a continuous assessment ("contrôle continu", during the semester). For any pedagogical question, please contact Candice Lemaire candice.lemaire@u-bourgogne.fr .

** SCHEDULE

Class 1 (6 hours), Professor Will Noonan: Mondays January 23rd, February 6th, February 20th and February 27th 2023, from 5pm to 6.30pm. There will be no class on Monday February 13th (winter break).

Class 2 (6 hours), Professor Sophie Aymès: Mondays March 6th, March 13th, March 20th and March 27th, from 5pm to 6.30pm.

** SYLLABUS for each class (see below).

SYLLABUS FOR CLASS 1 (Will Noonan)

Title of the course: **Gamers gaming games? Interactive storytelling, intertextuality and humour in the *Monkey Island* videogame franchise.**

Number of ECTS credits: 6 for the whole UE to which this course belongs / (for international students) 2 credits

Number of hours: 6 hours

Name and email address of the professor: Will Noonan, will.noonan@u-bourgogne.fr

Objectives of the course:

Drawing inspiration from the fields of game studies, adaptation studies and humour studies, this course aims to encourage students to explore how tie interactive and often highly intertextual dimension of adventure game narratives plays out in the *Monkey Island* game franchise, with six games released between 1990 and 2022. The course also aims to equip students with tools for analysing digital texts in general and self-conscious humour in videogames in particular.

Contents of the course:

Introduction to are game studies, adaptation studies and humour studies: key concepts and sources
Introduction to the *Monkey Island* unverse with set reading/viewing/playing
Games and interactive storytelling: what makes point-and-click adventues humorous?
Intertextuality, adaptation and fan cultures, or when when gamers take control of game universes.
Intertextual and/or intergenerational: storytelling for 1990s gamers and their children in *Return to Monkey Island* (2022)**.**

Short bibliography/webography, useful references:

Students will be expected to do the set viewing/reading/playing in advance of class. Extra resources and a discussion space will be provided using Teams**.** A bibliography will be shared in advance of the first session and students are advised to familiarize themselves with the *Monkey Island* universe before the first class.

Evaluation (CC):

Continuous assessment shared with other classes in the same module, individual and/or group activities in class, final assignment to submit by mid-March.

SYLLABUS FOR CLASS 2 (Sophie Aymès)

<u>Title of the course:</u> Playing with books: from the illustrated book to the augmented book

<u>Number of ECTS credits:</u> 6 for the whole UE to which this course belongs / (for international students) 2 credits

<u>Number of hours:</u> 6 hours

<u>Name and email address of the professor</u>: Sophie Aymes   sophie.aymes@u-bourgogne.fr

<u>Objectives of the course:</u>

This course provides an overview of how the book has evolved as print culture has had to adapt to the digital turn. It looks at the specific case of the illustrated book, emphasizing four key aspects: materiality, physicality, adaptation and intermediality.

<u>Contents of the course:</u>

Illustration and print culture
Adaptation and the remediation of illustrations
Artists' books, materiality and the digital turn: expanding illustration
The augmented book: from fiction to games

<u>Short bibliography/webography, useful references:</u>

Students will be expected to do the set viewing/reading in advance of class; extra resources and a discussion space will be provided using Teams**.**

A bibliography will be handed out during the first session as well as guidelines for the final assignment.

<u>Evaluation (CC):</u> continuous assessment shared with other classes in the same module, individual and/or group activities depending on student numbers.