This class explores intersections, parallels, and resonances between two major domains of the moving image: cinema and computer game. The course is not primarily concerned with adaptation, but with comparisons that illuminate the way both media are implicated in, or construct, contemporary experience. We will focus in alternating weeks on a game or a film, leaning heavily on narrative but not excluding other modes, such as the cinema/technology of attraction(s). Films will likely cluster around the “mind-game” trend at the turn of the century (e.g., *Memento*, *Timecode*, *eXistenZ*). Games will partly reflect the cinematic turn of the 2010s (*Her Story*, *Portal 2*). In addition to the works themselves, topics for discussion include the position of 21st-century cinema, the relationship of entertainment to art, implications of interactivity, and the dynamics of convergent media.

This is an online course. Readings will generally consist of one or two book chapters or articles per week, designed to complement the media assignment. Students are required to contribute at least twice a week to a discussion forum. There will be four medium-length papers with writing time for each built into the schedule. Quizzes on readings will be given but there is no final exam.

If possible, all readings will be free of charge. Purchase of games is not required. Though play is encouraged for games, students can substitute on-line playthrough videos. Assigned films will be available from no-cost streaming services provided through the Library, if possible. There will be no scheduled screenings.

I also teach English/Film Studies 294, Game Culture, which concentrates on games. That course is not a pre-requisite for this one, though you may want to take it in a future semester.

Below is an outline of the syllabus. The working version should be available in early January.

Jan. 21

Jan. 28
Steven Lisberger, *Tron* (film, 1982)

Feb. 4
Rockstar Games, *L.A. Noire* (game, 2011)

Feb. 11
Work week for Paper 1

Feb. 18
Chris Marker, *La Jetée* (film, 1964)

Feb. 25
Cyan Studios, *Riven* (game, 1997)

Mar. 4

Mar. 11
Sam Barlow, *Her Story* (game, 2015)

Mar. 18
SPRING BREAK – Work on Paper 2

Mar. 25
Christopher Nolan, *Memento* (film, 1999)

Apr 1
Porpentine Charity Heartscape, *With Those We Love Alive* (game, 2014)

Apr 8
David Cronenberg, *eXistenZ* (film, 1999)

Apr 15
Work week for Paper 3

Apr 22

Apr 29

May 6
Work week for Paper 4