Stroupe

New Media Writing

**Day 18. Bissell 2: Critical Take-Aways**

1. Break into **groups** of 3 or 4.
2. Together, choose one of the key ideas/passages identified below from Bissell. Each of these have at their core an analytical distinction (<>):

* Frame narrative <> ludonarrative (37.1-37.8)
* true art  <> stupidity (35.4 - 35.8)
* “I am not so sure….” …surrender <> freedom …presiding intelligence...crack of the narrative whip <> freedom of games (38.9-40.1)
* “The video game critic…. systems <> variables (85.5-86.1)…. “Perhaps, though, this was being... engineering culture <> aspirations toward art… art cannot” (87.6-87.7)

1. Locate **one other quotation** in *Extra Lives* that deals with the same or a similar idea. How might this other quotation speak to the quotation above in some suggestive way?
2. In your group, discuss how two quotations you’ve selected **add to, elaborate, or contradict** one another. *The more mind-expanding the connection/contradiction the better.*
3. Compose notes on the **connections or differences** between the two quotations. Do these suggest any questions about what Bissell is saying? How might these connections, differences, or questions give us a critical take-away to use in thinking, talking, or writing about video games or New Media? *Note that the connection/difference might come down to a difference in meaning of two individual words.*
4. As a group, decide on a spokesman who will explain how the pair of quotations you’ve chosen suggest a **critical take-away** from Bissell’s book.