ENGL 5270

Stroupe

**Presentations**

**How the Presentations Fit into the Semester**

A few days after turning in the essay, you will give a presentation to the class about the challenges you identified and discussed in analyzing a video game as literature.

**Purpose and Content**

The ideas and questions highlighted in the presentations will form the basis of the topics on the Final Exam.

Think of this presentation, then, both as

* a review/preview of your essay, and as
* a demonstration of critical ideas from this semester put to critical work

Your presentation should thus highlight **2 or 3 key ideas, terms, questions, problems, quotations** from this class which you applied in your paper to the analysis of your chosen game and which you're reviewing as possible topics for the Final Exam.

**Elements of the Presentations**

The presentation should accomplish the following (though not necessarily in this order):

* run from **8 to 10 minutes** total
* use **still images or brief video clips** of the video game to illustrate your essay's analysis and conclusions. (Post images and links needed for your presentation in the Moodle forum "Presentation Resources," which you will be able to access from the podium's computer)
* briefly discuss the **critical "challenges" you highlighted** in the essay, and how each challenge is based on a particular defining characteristic or function of literary representation.
* introduce and read a **one- or two-minute sample** **of the paper's prose**, featuring a detailed analysis or "close reading" of a particular scene, moment, or other specific aspect of the video game, which demonstrates your game's relevance (and/or resistance) to literary interpretation
* cite (with author's name) at least **two or three quotations or critical terms (explained) from our readings, discussions, notes** this semester.  (Have the page numbers in case anyone asks, but don't announce the page numbers explicitly in your talk)
* explain and elaborate your essay's f**inal thoughts** about the literary potential of your particular game (that the game is literary, is not really literary, or that its literary effects are somehow contingent)
* a **few words of meta-commentary** (a commentary on your own process or thinking) which focuses on one of the “2 or 3 ideas, terms, questions, or problems” worthy of further discussion or thought on the final exam.

To get full credit for the assignment, I will ask you to attend all days of in-class presentations, and to complete a feedback form for each presentation.