Games in education
Jeroen.Bourgonjon@ugent.be
Ronald Soetaert
Head of the Research group. Main focus: rhetoric, culture education, literary criticism.

Kris Rutten
Postdoctoral assistant. Main focus: (new) rhetoric, cultural studies, qualitative research.

Geert Vandermeersche
Research assistant. Main focus: literature education, narratology, graphic novels.

Jeroen Bourgonjon
FWO-research fellow. Main focus: videogames in/as education, teacher beliefs.

Joachim Vlieghe
EMSOC-research fellow. Main focus: social media, literary institutions.

Eliane Van Alboom
Teaching/research assistant. Main focus: English in higher and secondary education.
Q Question

Richard A. Lanham
The Electronic Word

Democracy, Technology, and the Arts

Richard A. Lanham

humanities
THE SOCIAL IMPACT OF THE ARTS

An Intellectual History

Eleonora Belfiore
and
Oliver Bennett
literature
Social functions
World Citizenship

- Self-examined life
- Multiple perspectives
- Narrative imagination
World Citizenship

- Self-examined life
- Multiple perspectives
- Narrative imagination
a sympathetic responsiveness to another’s needs
understands the way circumstances shape those needs
respecting separateness and privacy
narrative imagination
not
ART
FOR
ARTS'
SAKE
equipment for living that size up situations in various ways and refer to corresponding attitudes

(Burke 1973)
“hesitate before making assessments, judgments, or moves to action”  
(Enoch 2004, p. 287)
literacy
literacy
literacy
from (purely) textual studies
to **media studies** which analyze literary phenomena in the context of other media competing for the attention of mass audiences.
Games will challenge researchers to develop new analytical tools and will become a new type of equipment for living.
CLCWeb: Comparative Literature and Culture
ISSN 1481-4374 <http://docs.lib.purdue.edu/clcweb>
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Volume 13 Issue 3 (September 2011) Article 8
Ronald Soetaert, Jeroen Bourgonjon, and Kris Rutten, "Video Games as Equipment for Living"
<http://docs.lib.purdue.edu/clcweb/vol13/iss3/8>

Contents of CLCWeb: Comparative Literature and Culture 13.3 (2011)
Thematic issue New Perspectives on Material Culture and Intermedial Practice.
Ed. Steven Tótösy de Zepetnek, Asunción López-Varela Azcárate, Haun Saussy, and Jan Mieszkowski
game
talk about
rhetoric
circumference
Submit a Comment

Name
Email
Website

Comment:

"Learn as much by writing as by reading." - Lord Acton

"He is a very shallow critic who cannot see an eternal rebel in the heart of a conservative." - G.K. Chesterton

Ignatius of Antioch, ora pro nobis!

Disclaimer: BioShock is not suitable for children, those sensitive to fictional violence or horror, those who object to “free will” games involving potentially immoral acts, or those possessing more than (the typically juvenile obsession with Objectivist philosophy.

2K’s BioShock is a masterpiece, plain and simple. Not typically a fan of first-person shooters, I bought it based solely upon the overwhelmingly positive reviews it received from the press. A few hours in, I thought I’d comment upon some of the interesting philosophical, theological, and ethical issues in the game.

The storyline surprised me right out of the gate. Anyone familiar with Ayn Rand’s Objectivism will pick up on the theme immediately. After surviving a plane crash and swimming to safety, we’re treated with a comical dip akin to a WWII-era public service announcement decrying both communism and the Vatican in favor of individualism, followed by a sweeping view of the underwater Objectivist Utopia, Rapture. The view is full of architecture and...
October 07, 2007

Ludonarrative Dissonance in Bioshock

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perspective on perspectives
The rhetoric of play as...
citizenship
prescribed
Gamers Give Back
Child's Play
www.childsplaycharity.org
ANGRY BIRDS
not as fun in real life
young people learn at least as much about democracy and citizenship from their participation in the range of different practices that make up their lives, as they learn from that which is officially prescribed and formally taught.
“Habits and virtues required for democracy must be developed by participating in democratic communities – those places where groups of individuals join together around common interests and where there is free and full interplay among those holding different views”
being persuaded within the constraints of the game
Making money in a corporation like McDonald's is not simple at all! Behind every sandwich there is a complex process you must learn to manage: from the creation of pastures to the slaughter, from the restaurant management to the branding. You'll discover all the dirty secrets that made us one of the biggest company of the world.
opening up to multiple perspectives
allegiances
entelechy
CLCWeb: Comparative Literature and Culture

CLCWeb: Comparative Literature and Culture (ISSN 1481-4374), the peer-reviewed quarterly of scholarship in the humanities and social sciences, is published by Purdue University Press. The journal publishes scholarship following tenets of the disciplines of comparative literature and cultural studies designated as "comparative cultural studies" in a global, international, and intercultural context and with a plurality of methods and approaches: papers for publication are invited to <http://docs.lib.purdue.edu/clcweb/submit.html>; for the aims and scope of the journal consult <http://docs.lib.purdue.edu/clcweblibrary/clcwwebaims>; for the journal's style guide consult <http://docs.lib.purdue.edu/clcweblibrary/clcwebstyleguide>. In addition to the publication of articles, the journal publishes review articles of scholarly books and publishes research material in its Library Series <http://docs.lib.purdue.edu/clcweblibrary/library>. Work published in the journal is indexed in the Annual Bibliography of English Language and Literature, in the Arts and Humanities Citation Index, in Humanities International Complete, and in the International Bibliography of the Modern Language Association of America. CLCWeb is member of The Council of Editors of Learned Journals <http://www.celj.org> and it is listed in the Directory of Open Access Journals. CLCWeb is mirrored on the website of the British Comparative Literature Association <http://www.bclia.org/clcwebl>, it is preserved at research libraries in the Stanford University lockss system <http://www.lockss.org/lockss/>, and it is archived in the Electronic Collection of Library and Archives Canada <http://www.collectionscanada.ca/electroniccollection/>. CLCWeb: Comparative Literature and Culture is affiliated with the Purdue University Press hard-copy monograph series of Books in Comparative Cultural Studies and selected papers of the journal are published in thematic annals in the series <http://www.thepress.purdue.edu/comparativereligiousstudies.html>.

Contact: <clcweb@purdue.edu>

Volume 13 Issue 1 (March 2011) Article 5

Kris Rutten, Ronald Soetaert, and Geert Vandermeersche,
"Science Fiction and a Rhetorical Analysis of the 'Literature Myth'"
<http://docs.lib.purdue.edu/clcweb/vol13/iss1/5>

Contents of CLCWeb: Comparative Literature and Culture 13.1 (2011)
<http://docs.lib.purdue.edu/clcweb/vol13/iss1/>

Abstract: In their article "Science Fiction and a Rhetorical Analysis of the 'Literature Myth'" Kris Rutten, Ronald Soetaert, and Geert Vandermeersche discuss what we can learn from science fiction about cultural literacy in general and literary culture in particular. From a theoretical and methodological perspective the authors start from the work of rhetorician Kenneth Burke. First, the authors conceptualize literature as "equipment for living" followed by a discussion of science fiction as a good source for such equipment.
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phronesis
circumference
October 07, 2007

**Ludonarrative Dissonance in Bioshock**

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Work or Play Online with a Cast of Thousands
“sites constituted through language and practices both within the game and beyond”

(Squire & Steinkuehler, 2006)
Venn diagram showing overlapping circles labeled Autocratic, Democratic, and Delegative, with the intersection labeled "Perfect Leadership".
mirror
decode the game...
...the community
mechanics
Governmentality
BioShock: Little Sisters, Ayn Rand, & Impressions

Posted in Arts and Entertainment on August 31st, 2007 2 Comments

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