GHENT UNIVERSITY

Course Specifications

Valid in the academic year 2025-2026

English Literature: Modern Period (A005762)

Course size *(nominal values; actual values may depend on programme)*

Credits 5.0 **Study time 150 h**

Course offerings in academic year 2025-2026

A (semester 1)	English	Gent

Lecturers in academic year 2025-2026

Vandewalle, Alexander	LW07	lecturer-in-charge
Caracciolo, Marco	LW07	co-lecturer

Offered in the following programmes in 2025-2026	crdts	offering
Bachelor of Arts in Linguistics and Literature(main subject Dutch - English)	5	A
Bachelor of Arts in Linguistics and Literature(main subject English - German)	5	A
Bachelor of Arts in Linguistics and Literature(main subject English - Greek)	5	A
Bachelor of Arts in Linguistics and Literature(main subject English - Italian)	5	A
Bachelor of Arts in Linguistics and Literature(main subject English - Latin)	5	A
Bachelor of Arts in Linguistics and Literature(main subject English - Spanish)	5	A
Bachelor of Arts in Linguistics and Literature(main subject English - Swedish)	5	A
Bachelor of Arts in Linguistics and Literature(main subject French - English)	5	A
Exchange Programme Linguistics and Literature	5	A
Preparatory Course Master of Arts in Linguistics and Literature(main subject Dutch - English)	5	A
Preparatory Course Master of Arts in Linguistics and Literature(main subject English)	5	A
Preparatory Course Master of Arts in Linguistics and Literature(main subject English - German)	5	A
Preparatory Course Master of Arts in Linguistics and Literature(main subject English - Italian)	5	A
Preparatory Course Master of Arts in Linguistics and Literature(main subject English - Spanish)	5	A
Preparatory Course Master of Arts in Linguistics and Literature(main subject French - English)	5	A

Teaching languages

English

Keywords

Adaptation, historical game studies, intermediality, literary gaming, narratology, video games

Position of the course

Course Title: Video Game Perspectives on Anglophone Literature and History

This course provides the opportunity to study the relationship between video games, narrative, and history, discussing how modern games build on the Anglophone literary tradition but also depart from established literary techniques.
Position of the course in terms of language proficiency: In the third year of the bachelor programme in English, students are expected to further consolidate a C1 level of proficiency ("Expert"/"Effective operational" proficiency).
Exchange students can enrol for this course, provided they meet the requirements stipulated in this document. No knowledge of Dutch is required for this course.

Contents

This course offers an introduction to contemporary narratological scholarship on video games, focusing on dimensions such as characterization, environmental storytelling, multilinear progression, and the interaction between gameplay and narrative. Moreover, the course familiarizes the students with the concepts of remediation, intermediality, and adaptation, and with the game-theoretical approaches of literary gaming and historical game studies.
Students will engage with a number of examples of games that draw inspiration from Anglophone literature and history, or speak to various aspects of (contemporary) Anglophone culture.

Initial competences

To have completed "English Literature I" and "English Literature II" or to have acquired the necessary skills by other means. To master English at an initial C1 level (i.e. C1.1, First stage of “Expert”/“Effective operational” proficiency).

Final competences

1 General knowledge of scholarly approaches to video games, with particular focus on the use of various narrative techniques and historical representations in games.
2 The ability to critically engage with a number of games and position them vis-à-vis their literary models as well as larger cultural questions.
3 An understanding of continuities and discontinuities between literary and video game storytelling and the ability to relate them to the concepts of adaptation, intermediality, and remediation.
4 The enhancement of analytical skills, including those of close reading, the use of scholarship, and the formation of a distinct academic point-of-view.

Conditions for credit contract

Access to this course unit via a credit contract is unrestricted: the student takes into consideration the conditions mentioned in 'Starting Competences'

Conditions for exam contract

Access to this course unit via an exam contract is unrestricted

Teaching methods

Seminar, Lecture, Independent work

Extra information on the teaching methods

Individual sessions will combine lecture and seminar methods, with opportunities for students to participate in class discussions and engage in hands-on gameplay. Each session will situate the assigned texts in their relevant literary and cultural contexts.
A small number of classes may be taught online.

Study material

Type: Other

Name: Reading List
Indicative price: Free or paid by faculty
Optional: no

References

Secondary literature will be made available at the start of the course via Ufora

Course content-related study coaching

Possibility of feedback and counselling on an individual basis

Assessment moments

continuous assessment

Examination methods in case of periodic assessment during the first examination period

Examination methods in case of periodic assessment during the second examination period

Examination methods in case of permanent assessment

Participation, Presentation, Assignment

Possibilities of retake in case of permanent assessment

examination during the second examination period is possible in modified form

Extra information on the examination methods

Active participation in classroom discussion is expected and may count towards assesment.
Creative project and presentation: towards the end of the semester, students will give a classroom presentation based on a concept for a new game inspired by the topic of the course
Essay: scholarly reading of one or more relevant video games (between 2000 and 2500 words, bibliography excluded), due at the end of the semester

Calculation of the examination mark

The creative project and presentation count towards 40% of the final mark
The essay counts towards 60% of the final mark

Facilities for Working Students

1 Possible exemption from educational activities requiring student attendance
2 Possible rescheduling of the examination to a different time in the same academic year
3 Feedback can be given by email or during office hours