**SCHEDULE and SYLLABI / Spring semester (S2), January-April 2022**

**All classes are in English, and will be taught remotely (on the Teams platform), every Monday morning. The evaluation is a continuous assessment (“contrôle continu”, during the semester). For any pedagogical question, please contact Candice Lemaire candice.lemaire@u-bourgogne.fr.**

**SCHEDULE**

- **Class 1 (6 hours), Professor Lucie Bernard:**
  4 sessions: Monday January 17th / January 24th / January 31st / February 7th 2022, from 8.30am to 10am.

- **Class 2 (6 hours), Professor Béatrice Duchateau:**
  3 sessions : Monday March 7th / March 14th / April 4th 2022, from 8am to 10am.

**SYLLABUS for each class (see below).**
Title of the course: Telling stories in a video game: the example of Final Fantasy

Semester: Spring 2022 – Mondays 8:30-10am from January 17th through February 7th, 2022 - on the “Visual and Digital Cultures, Forthem course” Teams platform.

Number of ECTS credits: 6 for the whole UE to which this course belongs

Number of hours: 6

Name and email address of the professor: Lucie Bernard, lucie.bernard@u-bourgogne.fr

Objectives of the course: to discuss the specificity of videogame storytelling, the unique possibilities offered by the medium, and to reflect on what we expect from a good story in general and more particularly as a player. The course will rely on examples from the Final Fantasy franchise (mostly from the Playstation 1 era and forward).

Contents of the course:

- History and defining features of Final Fantasy games
- The constraints and advantages of videogame storytelling
- Analysis of storytelling components and features, informed by reception studies

Short bibliography/webography, useful references:

Having played or watched (some or one/ part of some or one) Final Fantasy games is not compulsory, but recommended. (Many Final Fantasy streams are accessible on Youtube or Twitch, see for instance Lunar Lizzy: https://www.youtube.com/channel/UCiNXc0c-I0OITNIG8T1vcf9). Final Fantasy XIV is also downloadable and playable for free up to the end of the first expansion (https://freetrial.finalfantasyxiv.com) if you have the computer/ console to support it.


Evaluation (CC): elaboration and writing (group work) of a videogame scenario excerpt or synopsis.
SYLLABUS FOR CLASS 2 (Béatrice Duchateau)

Title of the course: “Misleading interactions: landscape, photography and history”

Semester: Spring 2022 – Mondays 8-10 am on the “Visual and Digital Cultures, Forthem course” Teams platform, (3 sessions: March 7th, March 14th and April 4th, 2022).

Number of ECTS credits: 6 for the whole UE to which this course belongs

Number of hours: 6

Name and email address of the professor: Béatrice Duchateau (beatrice.duchateau@u-bourgogne.fr)

Objectives of the course:

The course aims at giving students some tools to analyse and understand landscape photography in relation with the concepts of history and memory. We will be examining landscape photographs so as to explore the attitude of internet users confronted with history or memory by way of websites. This will allow us to discuss the question of the limits of the internet, landscape and photography when representing history or memory. It will also be a way to reflect on how the interaction of those different media can influence our reception of history and shape our cultural preconceptions.

Contents of the course:

Class 1: The students will be supplied with landscape photographs and will be asked to interpret them before going online to find the context of the chosen material and re-evaluate the content of the pictures. To help them analyse landscape photographs and ask themselves if those can stand as faithful representations of history and memory, students will be given analytical tools and will be introduced to the different issues raised in the course.

Class 2: students will be expected to do some theoretical research before this second class, in order to facilitate a general discussion of the relevant topics of the course.

Class 3: oral presentations in groups (assignment).

Short bibliography/webography, useful references:


Web:

https://www.foundationforlandscapestudies.org
https://www.landscapestudies.com
https://www.tandfonline.com/loi/rlsh20
Evaluation (CC):

In groups, students will have to do an oral presentation/analysis of a landscape photograph (PowerPoint) during the last class and they will also be asked to hand in a more detailed Word version of their work (deadline: April 8\textsuperscript{th}, 2022). More guidelines will be provided during the first class.