

MAIN QUEST | THE CODEX RHETORICA

A CRITICAL ROLE

WEEK 2
DUE: SEPT 4



It's time to get the lay of the land. Spend some time listening to what you hear out there. There's a lot of chatter. A lot of angry people. But we need to listen closer, and start putting things together.

1. **Read** [“Issue 1: Why Rhetoric?” in Understanding Rhetoric \(pg. 37-65\)](#)
2. **Watch** Anita Sarkeesian's [Tropes vs. Women in Video Games](#) [24 min.] **Read** one of the following articles (player's choice!):
 - [CD Projekt Red explains controversial Cyberpunk in-game ad featuring trans model](#)
 - [“How a Star Wars video game faced charges that it was promoting gambling”](#)
 - [“Epic Games is suing more Fortnite cheaters, and at least one of them is a minor”](#)
 - [“No Man's Sky creators cleared of false advertising allegations”](#)
 - [PUBG arrests: The Fortnite rival taking India by storm](#)
3. **Peek** ahead at the World 1 Boss: [“The Games We Play”](#)
4. **Post** your Mission Report using the following page.

Completing this Main Quest earns you 50 NAPS.

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MISSION ENTRY

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In a post on your *Mission Log*, please respond to two of the following numbered questions (these can be in the same, or separate, posts). This post(s) should be approximately 300 words in length, total.

1. Reflect for a bit on *Tropes vs. Women in Video Games* and how it makes use of its medium (or platform, as a video) to communicate its message. What is it able to do— as a video— that it would not be able to do as an article or graphic? Try to give at least one example of a moment from the video where you saw this working.

2. For this week, you read an article dealing with a social media scandal related to video games. Take another look at the article you examined, and consider the following:

- Who were the **major groups involved** in this story?
- How did **social media** factor into this story?
- Have you seen this **same kind of issue** develop elsewhere? If so, how and where?

3. Last week, we discussed the stereotype of ‘the gamer’ and began deconstructing it. Take a moment to think about this or other stereotypes you know of that surround gaming. Now write about one of the following:

- Did you see that stereotype pop up in class or in one of the articles you read this week? How so?
- Can you think of counterexamples of this trope? Can you think of examples that complicate the idea (like how I compared myself, my friend, and my mother as examples of different kinds of ‘gamers’)? What does this mean?
- Where do you think this stereotype comes from? What do you think its effect is?