The Game of Genre Conventions

Assignment Overview: Few texts afford as numerous chances to construct and classify genres as the video game manual, the disappearing form of writing within the gaming industry. For this project, you will be required to analyze various gaming manuals to determine their genres. Next, you will discuss what elements are located in each genre, compare and contrasting them. Doing this will result in analysis of three genres: two different types of gaming genre and the overall genre of the gaming manual. Observations and arguments about genre will be compiled in a paper requiring multimodal analysis Further, you will create and perform a brief presentation on your chosen genre selections and other topics related to genre.

Goals:
- ★ Create definitions and classifications of genre
- ★ Locate and defend genre and subgenre conventions
- ★ Perform analytical, close readings of text and visuals
- ★ Understand new genres and writing requirements

Writing Process and Steps:

1. You will explore sites like https://www.gamesdatabase.org/all_manuals to locate and examine thousands of options for gaming manuals.
2. You will select five manuals from one genre of gaming. It will be up to you to argue how they classify under this genre: are they self labeled as a genre on the manual, by the site, or through careful analysis. What are the similarities between the manuals, creating this genre?
3. You will select five manuals from a different genre of gaming. You will perform the same analysis as required for the prior step: locate similarities, how you define the genre, etc.
4. Compare and contrast the two genres, now that you have a description, definition, and handling of them. What are the constraints and elements unique to them, and what are the shared conventions? Does a fighting game need a section on plot, for example, like an Role Playing Game might? Discover what is necessary and present in all gaming manuals and argue what must be included in the genre. These shared conventions will be how you define the genre of gaming manuals.

5. You will create and show a short presentation based upon the content of your paper to your class. In creating this presentation, you will further develop rhetorical awareness along the lines of mode, medium, and design. This is due before the final draft of your paper. More information on this presentation can be located on Canvas.

Important Dates:
March 8: Assignment Introduced
March 29: Presentations Begin (note: different from date on syllabus)
April 8: Final copy of assignment due on Canvas by 11:59 PM.

Chandler's Questions: The following list of questions comes from Daniel Chandler's "An Introduction to Genre Theory". You cannot answer all of these questions in your piece, but many might help guide you or give you suggestions. We'll refer to different questions through the semester and during presentations

General
1. Why did you choose the text you are analyzing?
2. In what context did you encounter it?
3. What influence do you think this context might have had on your interpretation of the text?
4. To what genre did you initially assign the text?
5. What is your experience of this genre?
6. What subject matter and basic themes is the text concerned with?
7. How typical of the genre is this text in terms of content?
8. What expectations do you have about texts in this genre?
9. Have you found any formal generic labels for this particular text (where)?
10. What generic labels have others given the same text?
11. Which conventions of the genre do you recognize in the text?
12. To what extent does this text stretch the conventions of its genre?
13. Where and why does the text depart from the conventions of the genre?
14. Which conventions seem more like those of a different genre (and which genre(s))?
15. What familiar motifs or images are used?
16. Which of the formal/stylistic techniques employed are typical/untypical of the genre?
17. What institutional constraints are reflected in the form of the text?
18. What relationship to 'reality' does the text lay claim to?
19. Whose realities does it reflect?
20. What purposes does the genre serve?
21. In what ways are these purposes embodied in the text?
22. To what extent did your purposes match these when you engaged with the text?
23. What ideological assumptions and values seem to be embedded in the text?
24. What pleasures does this genre offer to you personally?

25. What pleasures does the text appeal to (and how typical of the genre is this)?
26. Did you feel 'critical or accepting, resisting or validating, casual or concentrated, apathetic or motivated' (and why)?
27. Which elements of the text seemed salient because of your knowledge of the genre?
28. What predictions about events did your generic identification of the text lead to (and to what extent did these prove accurate)?
29. What inferences about people and their motivations did your genre identification give rise to (and how far were these confirmed)?
30. How and why did your interpretation of the text differ from the interpretation of the same text by other people?

Mode of address
1. What sort of audience did you feel that the text was aimed at (and how typical was this of the genre)?
2. How does the text address you?
3. What sort of person does it assume you are?
4. What assumptions seem to be made about your class, age, gender and ethnicity?
5. What interests does it assume you have?
6. What relevance does the text actually have for you?
7. What knowledge does it take for granted?
8. To what extent do you resemble the 'ideal reader' that the text seeks to position you as?
9. Are there any notable shifts in the text's mode of address (and if so, what do they involve)?
10. What responses does the text seem to expect from you?
11. How open to negotiation is your response (are you invited, instructed or coerced to respond in particular ways)?
12. Is there any penalty for not responding in the expected ways?
13. To what extent do you find yourself 'reading against the grain' of the text and the genre?
14. Which attempts to position you in this text do you accept, reject or seek to negotiate (and why)?

15. How closely aligned is the way in which the text addresses you with the way in which the genre positions you (Kress 1988, 107)?

Relationship to other texts

1. What intertextual references are there in the text you are analyzing (and to what other texts)?
2. Generically, which other texts does the text you are analyzing resemble most closely?
3. What key features are shared by these texts?
4. What major differences do you notice between them?

JUNCTION SYSTEM

SELECTING THE GUARDIAN FORCE'S LEARNED ABILITIES

Select the direction of growth for the GF

To select an ability to be learned by a GF, press the ⦿ button to display the Menu Screen and select the <GF> menu heading on the screen. Guardian Forces that are available to learn abilities will be displayed. Select the desired GF with the ⊗ button and the Abilities Screen shown on the right will appear. Using the <Learn> menu heading on this screen, the player will be able to check the status of the GF and select the ability for the GF to learn. This ability will be gained once enough Ability Points (AP) have been accumulated through battles.

GF Status Screen	Displays the basic ability values of the GF
1. Notice Window	Display the <Learn> command which opens the Abilities Screen
2. Name	Display the name of the GF
3. LV	Display the level of the GF
4. HP	Display current HP / Maximum HP
5. Current EXP	Display Experience Points acquired
6. Next Level	Display Experience Points necessary to Level UP
7. Learning	Display the name of the ability being learned. Current AP / Necessary AP to gain the ability
8. Compatibility	Represent the compatibility between the characters and the GFs (See page 32 for details)