

Performing Past the Polar Bear: Indigenous Video Games in a First-Year English Classroom

Chelsea J. Murdock, Ph.D. (Georgia Institute of Technology)

COMMUNITY

The game is used to foster and/or engage a community.

Students work together to engage with the story of the video game. As gameplay progresses, the dynamics of the classroom change.

Community is further expanded in that via the game students engage with the Iñupiaq community as well. "community houses" (Meloche 2017)

ACTIVITY

Kisima Injitchuᅇa (Never Alone) is a puzzle-platformer developed by Upper One Games and E-Line Media, resulting from partnership between the Cook Inlet Tribal Council and E-Line Media.

"shares, celebrates, and extends [indigenous] culture"

The game is projected onto the screen with two available controllers.

Two students volunteer to play. The rest of the students take notes placing the game and gameplay into conversation with class readings. Students exchange roles.

As game progresses, ask students: *How are relationships shifting? How are we engaging with stories? Are those stories affecting us in this space? Are those stories affecting the way we relate to each other and to the land we are on? Is this survivance?*

Is the game merely a game?

KNOWLEDGES

Students bring different knowledges to gameplay.

Some are lifelong gamers; some are not.

Most have no knowledge of Iñupiat stories and knowledges prior to gameplay.

Students are asked to perceive how knowledges are communicated.

COLLABORATION

Students play in tandem, in front of the whole class.

As gameplay progresses, students work together to overcome obstacles.

The community of the classroom voices suggestions to players.

Additional collaboration takes place in conversations alongside the gameplay.

STORYING

Gameplay is preceded by:

"Our Story Begins Here" (Powell, Levy, Riley-Mukavetz, Brooks-Gillies, Novotny, Fisch-Ferguson, Cultural Rhetorics Theory Lab) AND "Stories Take Place" (King).

In addition students consider how story is survivance and survivance is story. This depends on positioning during semester.

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NOTES:

COURSE INFO

ENGL 1102

Standing Peachtree and
Indigenous New Media

considers a continuum of
Indigenous meaning-making
practices

respect, reciprocity, and
relationality



CONTACT INFORMATION

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