Literary Learning with Ludonarratives

—

Characters of Narrative Digital Games as Subject of Learning regarding Literary Competencies

Literary characters and their storyworlds are transmedial phenomena and as such realized in a lot of digital games. These characters of narrative digital games (ludonarrative characters) are thus far not modeled as a learning subject for literary learning in primary education and the curriculum still focusses mainly on print media. This ignores the media reality as well as the childrens' Lebenswelt in which digital games are already integrated.

Literature teachers need theoretically founded and practically tested instructional designs for the use and reflection of digital games if they want to respect the media reality of their learners as well as the demand for media education (on digital media in general and digital games in particular).

The dissertation project takes on the aforementioned desideratum: It explores the potential of using ludonarrative characters as a subject of learning regarding literary competencies, especially the interpretation of these characters' perspectives. Furthermore, it aims to explain the respective learning processes of third graders.

The three main aspects of this design-based research project are the following:

(1) The ludonarrative character is modeled from the perspective of game and literary studies – specifically considering the hybridity of this medium regarding its ludicity, narrativity and mediality – before reconstructing it for educational purposes. The resulting model forms the ludonarratological basis of a teaching unit (2) which includes the concept of using the point and click adventure *The whispered World* (Daedalic Entertainment 2014) for a competence-oriented literature lesson as well as accompanying learning tasks and teaching materials.

(3) This teaching unit was practically tested, empirically researched and redesigned during three design iterations in real life scenarios at a primary school in Bremen. Now, the aim of the analysis is to develop a local theory that describes how students interpret ludonarrative characters in *The whispered World*. In addition, it aims to explain how the students' understanding of these characters develops in relation to the learning activities based on the game. (June 2019)