

**UČNI NAČRT PREDMETA / COURSE SYLLABUS**

<b>Predmet:</b>	Miti in arhetipi v videoigrah in okoljih razširjene resničnosti
<b>Course title:</b>	Myths and archetypes in video games and extended reality environments

Študijski program in stopnja Study programme and level	Študijska smer Study field	Letnik Academic year	Semester Semester
Razvoj videoiger in razširjenih resničnosti, visokošolski strokovni študijski program prve stopnje	-	Prvi	Drugi
Game and Extended Reality Development, first cycle Professional Study Programme	-	First	Drugi

**Vrsta predmeta / Course type**

Obvezni / Obligatory

**Univerzitetna koda predmeta / University course code:**

4-RVRR-VS-MAVORR-2025-02-27

Predavanja Lectures	Seminar Seminar	Vaje Tutorial	Klinične vaje work	Druge oblike študija	Samost. delo Individ. work	ECTS
30	-	40	-	-	110	6

**Nosilec predmeta / Lecturer:** prof. dr. Tea Golob**Jeziki /****Languages:****Predavanja /****Lectures:**

slovenski / Slovenian, angleški / English

**Vaje / Tutorial:**

slovenski / Slovenian, angleški / English

**Pogoji za vključitev v delo oz. za opravljanje študijskih obveznosti:**

Brez posebnih pogojev.

**Prerequisites:**

No special prerequisites.

**Vsebina:**

Predmet razvija in ponuja temeljno znanje na področju mitov in arhetipov, ki so relevantni pri razvoju ključnih narativov in razvoja zgodbe v videoigrah in razširjenih resničnosti.

Študenti bodo krepili in razvijali teoretična znanja ter praktične veščine, ki temeljijo na razumevanju raznolikih mitov in arhetipov v različnih kulturnih okoljih in popularni kulturi. Slednje predstavlja osnovo za zgodbe in ozadje videoiger in razširjenih

**Content (Syllabus outline):**

The course develops and provides the basic knowledge in the area of myths and archetypes relevant to the development of key narratives and plots in video games and extended reality.

The students will strengthen and develop theoretical knowledge and practical skills on how to understand diverse myths and archetypes in various cultural environments and popular culture. The latter will present the bedrock for creating stories and

resničnosti ter kreativno ustvarjanje lastnih zgodb.

Študenti bodo spoznali temeljne mite in arhetipe, ki so igrali ključno vlogo pri razvoju mitoloških zgodb in razumevanja sveta ter družbeno-kulturne ureditve skupnosti - vse do današnjih dni.

Spoznali bodo vpliv mitologije na razlago sveta, družbeno ureditev, način življenja in kulturne vzorce, ki ga pogojujejo. Spoznali in razumeli bodo vlogo mitoloških vsebin v popularni kulturi ter v kontekstu razvoja videoiger in razširjenih resničnosti.

Spoznali bodo strukturo narativov, način pisanja zgodb, ritmičnost pripovedovanja in ustvarjanja junakov ter njihovih dejanj, ki omogočajo razvoj videoiger in razširjenih resničnosti. Na tej podlagi bodo spodbujeni k pisanju lastnih zgodb in narativov pri ustvarjanju videoiger in razširjenih resničnosti ter za slednje pridobili ustrezna znanja. Osvojili bodo ključne elemente zgodbe (izbor tematike, izgradnja likov, dramaturgija, določanje ključnih točk zgodbe ipd.) in se naučili, kako v videoigri in razširjenih resničnosti razviti psihološki in fizični profil likov, vključno z razvojem „mape razpoloženja“ (v angl. Mood map).

Predmet je razdeljen na pet tematskih sklopov:

- Obravnava zgodb na podlagi Proppovih narativnih elementov (funkcije likov, njihovi atributi, glavni in pomožni elementi zgodb) ter analiza in uporaba teh elementov v okviru razvoja zgodbe v videoigrah in razširjenih resničnosti.
- Obravnava ključnih arhetipov značilnih za vse družbe in kulture, npr. lik junaka, ljubimca, čarovnika, zlate dobe ipd. na podlagi Jungove tipologije arhetipov ter primerjava in analiza podobnosti in različnosti s temeljnimi arhetipi karakterjev v videoigrah in razširjenih resničnosti.
- Obravnava ključnih mitov o nastanku sveta, antični miti, nordijski miti, slovanski miti, vloge božanstev v navezavi s specifičnim načinom življenja.

landscapes of video games and extended reality.

Students will learn about the fundamental myths and archetypes that have played a key role in the development of mythological stories, in the understanding of the world and within the socio-cultural organization of communities – up to the present day.

They will learn about the influence of mythology on the interpretation of the world, social order, way of life and the cultural patterns that condition it. They will learn about and understand the role of mythological content in popular culture and in the context of video games and extended reality development.

They will learn about the structure of narratives, the way stories are written, the rhythmicity of storytelling and the interplay of heroes and their actions, which provide the basis for video games and extended reality. On this basis, they will be encouraged to write their own stories and narratives in the creation of video games and extended reality and acquire the necessary skills for the latter. Students will learn basic elements of a story (theme, character building, story structure, plot points) and learned how to develop the psychological and physical profile of characters in a video game and in extended reality, including developing a "mood map".

The course is divided into five thematic sections:

- The development of stories based on Propp's narrative elements (functions of characters, their attributes, main and auxiliary elements of stories) and the analysis and use of these elements within the contexts of story development in video games and extended reality.
- key archetypes characteristic of all societies and cultures, e.g. the figure of the hero, lover, wizard, golden age, etc. based on Jung's typology of archetypes and comparison and analysis of similarities and differences with the fundamental archetypes of characters in video games and extended reality.

<ul style="list-style-type: none"> <li>• Obravnava mitoloških vsebin v popularni kulturi in videoigrah ter razširjeni resničnosti; pregled mitoloških vsebin preko različnih žanrov in medijev (igre, literatura, filozofija, film, glasba, ples).</li> <li>• Način narativnega pisanja in pripovedovanja (linearno, nelinearno, perspektivno, pustolovsko) in ključna načela narativov (karakter, kontekst, konflikt in ustvarjanje).</li> <li>• Spoznavanje in analiza ključnih elementov zgodbe: akcije, likov, scene, dialogov, konfliktov, osnovne strukture zgodbe (ekspozicija, zaplet, vrhunec, razplet) in njenih variacij, lokacije, časa</li> <li>• Ustvarjanje in profiliranje večplastnih likov in njihovih ozadij v videoigrah in razširjeni resničnosti ter ustvarjanje njihove "zemljevide razpoloženja" (v angl.: mood map), dramaturškega loka, ključnih prizorov, dialogov, sekvenc itd.</li> <li>• Spoznavanje in izgradnja interaktivne drame.</li> </ul>	<ul style="list-style-type: none"> <li>• Key myths about the creation of the world, ancient myths, Nordic myths, Slavic myths, and the role of deities in connection with a specific way of life.</li> <li>• Consideration of mythological content in popular culture, video games and extended reality; review of mythological content through various genres and media (games, literature, philosophy, film, music, dance).</li> <li>• Narrative writing and story-telling (linear, non-linear, view-point, quest) and the key principles of narratives (character, context, conflict and creation).</li> <li>• Understanding and analyzing basic elements of storytelling: action, characters, scenes, dialogue, conflicts, basic story structure (exposition, rising action, falling action, resolution) and its variations, location, time.</li> <li>• Creating, profiling and mapping multi-layered characters and their backstories in video games and extended reality, and creating their character mood map, dramatic arc, key scenes, dialogues, sequences, etc.</li> <li>• Understanding and creating the elements of interactive drama.</li> </ul>
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### **Temeljni literatura in viri / Readings:**

Izbrani teksti in poglavja v:

- Stefan Stenudd (2022). Archetypes of Mythology: Jungian Theories on Myth and Religion Examined. Arriba Publishing
- Hannah Nicklin (2022). Writing for Games: Theory and Practice. CRC Press.
- Trent Hergenrader (2018). Collaborative Worldbuilding for Writers and Gamers. Bloomsbury Academic
- Campbell, Joseph (2007). Miti, po katerih živimo. Nova Gorica: Eno
- Campbell, Joseph (2007). Junak tisočerih obrazov. Nova Gorica: Eno
- Propp, Vladimir Jakovlevič (2005). Morfologija pravljice. Ljubljana : Studia humanitatis
- Andrej Blatnik. (2016) Pisanje kratke zgodbe. Ljubljana: MK.
- Vogler, C. (2007), 'The Writer's Journey: Mythic Structure for Writers', Michael Wiese Productions
- Steve Ince (2021) An Introduction to Game Writing: A Workbook for Interactive Stories. S-Eye Books
- D. E. Freeman, (2003) 'Creating Emotion in Games: The Craft and Art of Emotioneering'

Drugi viri:

- [https://www.publicengagement.ac.uk/sites/default/files/publication/how\\_to\\_use\\_narrative\\_and\\_storytelling.pdf](https://www.publicengagement.ac.uk/sites/default/files/publication/how_to_use_narrative_and_storytelling.pdf)
- <https://chris.farkouh.net/blog/interactive-drama>
- <https://www.emwelsh.com/blog/write-good-video-game-story>

### **Cilji in kompetence:**

Učna enota prispeva k razvoju naslednjih splošnih in predmetno-specifičnih kompetenc:

Splošne kompetence:

- Raziskovanje, dokumentiranje, analiza in interpretacija razvojnih in oblikovnih konceptov v kontekstih videoiger in razširjenih resničnosti.
- Sposobnost učinkovitega ustvarjanja projektne dokumentacije, shem, diagramov poteka in oblikovnih rešitev, primernih za razvoj in produkcijo videoiger in razširjenih resničnosti.
- Sposobnost interdisciplinarnega povezovanja in nadgradnje znanj iz drugih sorodnih kreativnih področij.
- Upoštevanje etičnih načel v produkciji videoiger in razširjenih resničnosti.
- Sposobnost fleksibilne uporabe znanja v praksi.

*Predmetno-specifične kompetence:*

- Razumevanje temeljnih elementov mitoloških zgodb in arhetipov v svetovni mitologiji.
- Razumevanje vloge mitov in arhetipov pri razumevanju sveta, družbenega življenja ter njihova interpretacija v kontekstu videoiger in razširjene resničnosti.
- Sposobnost vključevanja mitoloških prvin in arhetipov v lastne zgodbe.
- Razumevanje temeljnih načel zgodb in narativov in sposobnost kritične analize različnih filmskih, televizijskih, digitalnih zgodb.
- Sposobnost pisanja zgodb za videoigre in razširjeno resničnost.
- Prepoznavanje osnovnih žanrov v videoigrah in razširjenih resničnosti

### **Objectives and competences:**

The instructional unit contributes to the development of the following general and subject-specific competences:

General competences:

- Research, documentation, analysis and interpretation of development and design concepts in the contexts of video games and extended reality.
- Ability to effectively produce project documentation, flowcharts, diagrams and design solutions suitable for the development and production of video games and extended reality.
- Ability to interdisciplinarily integrate and build on knowledge from other related creative fields.
- Compliance with ethical principles in the production of video games and extended reality.
- Ability of flexible usage of knowledge in practice.

Subject-specific competences:

- Understanding of the basic elements of mythological stories and archetypes in world mythology.
- Understanding the role of myths and archetypes in understanding the world, social life, and their interpretation in the context of video games and extended reality.
- Ability to incorporate mythological elements and archetypes into one's own stories.
- Understanding of the basic principles of stories and narratives and the ability to critically analyze various film, television, digital stories.
- Ability to write video games and extended reality stories.

ter razumevanje njihovih posebnih značilnosti.

- Sposobnost aplikacije pridobljenega teoretičnega in praktičnega znanja na lastno delo.
- Sposobnost samostojnega in skupinskega dela na pisanju zgodb, analiz in diskusij, kot tudi dajanja in sprejemanja konstruktivne kritike.

- Identifying basic genres in video games and extended reality, and understanding their specific characteristics.
- Ability to use acquired theoretical and practical knowledge in own work.
- Ability to work independently and in groups in writing stories, analyzes and discussions, and to give and receive constructive criticism.

### **Predvideni študijski rezultati:**

Znanje in razumevanje:

*Študent/študentka:*

- pridobi znanje o temeljnih mitih in arhetipih ključnih za razvoj mitoloških zgodb,
- pozna temelje antične mitologije ter vpliv na evropski prostor,
- pozna zgodovino mitologije Slovanov ter vpliv na dožemanje prostora in časa v primerjalni perspektivi ostalih mitoloških konstrukcij v Evropi,
- pridobi znanje o vplivu mitologije na razlago sveta, družbeno ureditev, način življenja in kulturne vzorce, ki to pogojujejo,
- pozna in razume vlogo mitoloških vsebin v popularni kulturi ter se zaveda, da so mitološke vsebine bogat in kakovosten vir za izbiro tem in ustvarjanje zgodb za videoigre in razširjeno resničnost.
- pozna strukturo in ključne elemente narativov,
- pozna osnovne elemente, zgradbo in pravila pisanja zgodb,
- razume in zna uporabljati klasično dramaturško strukturo pripovedi,
- zna zastaviti večplastne like,
- zna napisati zgodbo za videoigro in za razširjeno resničnost,
- zna predstaviti idejo za zgodbo v videoigri in v razširjeni resničnosti.
- Poznavanje programskih okolij, ki omogočajo različne oblike pisanja zgodb, scenarijev, dialogov za film in televizijo, gledališče, dokumentarce in interaktivne medije, ter programskih

### **Intended learning outcomes:**

Knowledge and understanding:

*The student:*

- acquires knowledge about the basic myths and archetypes that are crucial for the development of mythological stories,
- is familiar with the foundations of ancient mythology and its influence on the European area,
- is familiar with the history of the mythology of the Slavs and the influence on the perception of space and time in the comparative perspective of other mythological constructions in Europe,
- gains knowledge about the influence of mythology on the interpretation of the world, social order, way of life and cultural patterns that condition it,
- is familiar with the role of mythological content in popular culture, and is aware that mythological content is a rich and high-quality source for selecting themes and creating stories for video games and extended reality.
- knows the structure and key elements of narratives,
- knows the basic elements, structure and rules of story writing,
- understands and knows how to use the classic dramaturgical narrative structure,
- knows how to portray multifaceted characters,
- is able to write a story for a video game and extended reality,

<p>okolij na področju medplatformnih orodij za konceptualni razvoj likov.</p>	<ul style="list-style-type: none"> <li>• is able to present an idea for a story in a video game and extended reality.</li> <li>• Knowledge of programming environments that enable various forms of writing stories, scripts, dialogues for film and television, theater, documentaries and interactive media, as well as programming environments in the field of cross-platform tools for conceptual character development</li> </ul>
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**Metode poučevanja in učenja:**

Predmet je organiziran kot kombinacija predavanj in praktičnih vaj. Poučevanje na skupnih predavanjih in posameznih delovnih / individualnih nalogah.

Študentke / študentje bodo morali pripraviti pisne naloge (npr. zgodbo, dialog, karakterizacijo ipd.), ki jih bodo predstavili in zagovarjali sproti na vajah ali vse skupaj na napovedanem roku.

Končni izdelek bo v obliki oddane naloge, ki vključuje pisanje lastne zgodbe z mitološkimi tematikami, arhetpi, skupaj z osebnimi refleksijami ter delom na vajah.

**Learning and teaching methods:**

The course is structured as a combination of lectures, and practical exercises. Teaching in group sessions and individual work/individual assignments.

The students will have to prepare written assignments (for example: a specific scene, a dialog, a characterization etc.), which they will present in front of class during exercises or at the determined date.

The final product will be in the form of a submitted assignment, which includes writing your own story with mythological themes, archetypes, along with personal reflections and work on exercises.

Delež (v %) /  
Weight (in %)

**Načini ocenjevanja:**

**Assessment:**

<p>Način (pisni izpit, ustno izpraševanje, naloge, projekt): Študentska dela bodo ocenjena na podlagi predstavitve in izdelave, jasnosti namere, inventivnosti, organiziranosti, individualnega napora in sodelovanja pri pouku.</p> <ul style="list-style-type: none"> <li>• vaje (sprotne naloge in refleksije)</li> <li>• končna naloga</li> </ul>	<p>40</p> <p>60</p>	<p>Type (examination, oral, coursework, project): Student work will be evaluated on presentation and craftsmanship, clarity of intention, inventiveness, organization (deadlines), individual effort, and class participation.</p> <ul style="list-style-type: none"> <li>• exercises (seminar assignments and reflections)</li> <li>• final assignment</li> </ul>
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## Reference nosilca / Lecturer's references:

### Znanstveno delo

- GOLOB, Tea, MAKAROVIČ, Matej, REK, Mateja. Parents' meta-reflexivity benefits media education of children = La meta-reflexividad de los padres beneficia la educación mediática de los niños. *Comunicar*. Jul. 2023, vol. 31, no. 76, str. 95-103.
- GOLOB, Tea. Notranji dialog, reflektivnost in odgovorno delovanje mladih. *Phainomena* : [glasilo Fenomenološkega društva v Ljubljani. 2020, [letn.] 29, [št.] 114/115, str. 193-222.
- GOLOB, Tea. Evropska študijska mobilnost kot sodobni obred prehoda. *Glasnik Slovenskega etnološkega društva*. 2017, 57, št. 3/4, str. 75-84.
- GOLOB, Tea. Konstrukcije identitet v luči emergentnosti družbene strukture in posameznikovega zamišljanja družbenosti. *Annales : anali za istrske in mediteranske študije. Series historia et sociologia*. 2015, letn. 25, št. 2, str. 295-304.
- GOLOB, Tea. Predstave doma v pripovedih slovenskih in irskih povratnih - transnacionalnih migrantov. *Glasnik Slovenskega etnološkega društva*. [2010, letn. 50, št. 1/2, str. 5-12.
- JOVIĆ, Milan, ŠUBELJ, Lovro, GOLOB, Tea, MAKAROVIČ, Matej, YASSERI, Taha, BOBERIĆ KRSTIĆEV, Danijela, ŠKRBIĆ, Srdjan, LEVNAJIĆ, Zoran. Terrorist attacks sharpen the binary perception of "Us" vs. "Them". *Scientific reports*. 2023, iss. 1, art. no. 12451, str. 1-14.

### Umetniško delo

- GOLOB, Tea. *Polet večnosti. Zv. 2, Spajanje v enost stvarstva*. Ljubljana: Chiara: Društvo za sožitje človeka, 2022. 108 str., ilustr. ISBN 978-961-7060-78-2.
- GOLOB, Tea. *Dih neskončnosti. Zv. 1, Metamorfoze v Gajinem vesolju*. Ljubljana: Društvo za sožitje človeka, 2021. 80 str., ilustr. ISBN 978-961-93433-9-5.

### Poljudno delo

- GOLOB, Tea. Spremenjena podoba moškega in ženske v popularni kulturi. *Večer*. [Spletna izd.]. 5. avg. 2017.