**Проектное предложение/ project description**

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| **Type of project** / Тип проекта | Research |
| **The name of project** / Название проекта | Comparative analysis of videogame’s virtual spaces: construction and transmission of ideological systems through videogame’s narration |
| **Department of university** /Подразделение инициатор проекта | Faculty of Social Sciences / School of Politics and Governance |
| **Project supervisor** / Руководитель проекта | Anastasia Poretskova |
| **Project summary** /Подробное описание содержания проектной работы | This project is dedicated to videogame’s virtual spaces and its capacity to construct and to transmit ideological systems through its narration.  Students will use qualitative methods of data gathering (interviews, participant and non-participant observation) and comparative methods (QCA, comparative historical analysis, process tracing) to explore how ideologies are constructed and presented at discourse level in videogames. Students will be encouraged to study textual and visual materials from videogames and, also, to interact with players as a social and political group to investigate how ideologies are transmitted through videogames and, in turn, affect gamers’ perception. |
| **The goals and objectives of the project** /Цель и задачи проекта | Goal of the project is to *find how various ideologies are transmitted through videogames as virtual spaces, and how they are related to gamers’ ideological identity and his/her perception of social and political processes.*  Objectives of the project are the following:   1. To build theoretical framework of the construction and transmission of ideological systems through videogame’s narration; 2. To devise empirical dataset list and criteria for comparative analysis of videogames; 3. To conduct structural narrative analysis of the in-game textual and visual materials to grasp essential ideological representations in virtual spaces of videogames; 4. To conduct interviews and (non) participant observation in order to explore player’s behaviour related to ideologies’ in-game representations; 5. To evaluate how players are affected by in-game ideological representations and how it influences out-game perception of real social and political processes. |
| **Project’s tasks** /Проектное задание | 1. To identify in-game narratives, corresponding to ideological representations; 2. To conduct structural narrative analysis of in-game ideological representations; 3. To conduct virtual fieldwork research with (non) participant observation and interviews with players; 4. To write final research essay about core empirical findings on the overall research goal. |
| **Project implementation period** / Сроки реализации проекта | 1. 10.2020 – 20.06.2021 |
| **The number of credits** / Количество зачетных единиц | 10 |
| **The form of the final control (exam or test)** /Форма итогового контроля | * Fieldwork notes and interview transcripts; * Final research essay about core empirical findings on the overall research goal. |
| **Entry requirements for student** /Требования к студентам, участникам проекта | * Basic sociological background * Comparative studies background * Basic knowledge of qualitative methods of data gathering and analysis (offline and online) |
| **The results of the project** /Планируемые результаты проекта | Results of the project:   1. Empirical dataset of in-game textual and visual materials for further investigation and analysis; 2. Completed research on construction and transmission of ideological systems through videogame’s narration; 3. Preparation of research essays for further academic publications.   Educational results:   1. Enhance fieldwork skills in (non) participant observation and interviews; 2. Learn how contemporary virtual spaces (e.g., videogames) are studied through narrative analysis; 3. Ability to apply comparative analysis methods in the field of virtual ethnography. |
| **The presentation of the project’s results to estimate** / Формат представления результатов, который подлежит оцениванию | * Fieldwork notes and interview transcripts; * Presentation of preliminary results of the fieldwork progress; * Final research essay about core empirical findings on the overall research goal. |
| **Assessment criterion** / Критерии оценивания результатов проекта | * Completeness and accuracy of fieldwork notes and interview transcripts; * Number of interviews taken; * Content and level of presenting preliminary results and research progress (presentation); * Accuracy and reliability of research results (narrative analysis accuracy and reliability of empirical results); * Quality, style and grammar of the research essay (in English). |
| **The number of vacancies** / Количество вакантных мест на проекте | 4 |
| **Selection criteria of students** /Критерии отбора студентов | * MA students * Qualitative methods knowledge * Comparative analysis methods * Fieldwork experience (online and offline) |
| **Educational programs for** /Рекомендуемые образовательные программы | Comparative Social Research |
| **Location** /Территория | Myasnitskaya Street, 20 |