



"A vida é um jogo": o jogo discursivo no gênero videogame [

2018

text (article)

Analítica

We investigate in this article the videogame as discursive production mediated by the use that language has in the diverse spheres where the language subject circulates. Therefore, we center our course on the theories of the Bakhtinian circle and its concept of discursive genres (BAKHTIN, 2011) along with theories of literacies from the Applied Linguistics. We took the game The Sims 4 by Electronic Arts as object of investigation and starting from the analysis of conceptions about the videogame, we delimited characteristics indispensable to any discursive genre, thus, making room for future studies in this direction

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