Games to identify a primary source

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 6 комментарии  1 отметка "Нравится"

Identify and describe a primary historical source found either in an on-line archive or at a bricks-and-mortar archive in your location. Your written submission should be at least ten sentences long and include a link to the primary source. Once you have completed your assignment, you are encouraged to post it, along with any additional commentary you'd like to add, in the Assignments forum to share with your fellow students.

When we read a historical fiction book we see different places where the action takes place, and we often wonder, if this place is somewhere in the real world. If the book is based on the primary historical source then this place really exists somewhere in reality. So, what is the historical source? Usually primary historical source is seen as a literary genre, where the plot takes place in an area or location settled in the past. It is the essential element for the historical fiction. The setting located in a temporal past most of the time portrays and depicts manners and social conditions of the people or times presented in the story and pays attention to other period details. Historical fiction is used to describe: - Historical novels; - Various narrative formats, - Different performances; - Visual arts; - Theater; - Opera; - Cinema; - TV; - Comics; - Graphic novels. The primary source definition varies depending on the academic discipline and the context in which it is used: - Humanities, a primary source could be defined as something that was created either during the time period being studied or afterward by individuals reflecting on their involvement in the events of that time. - Social sciences, the definition of a primary source would be expanded to include numerical data that has been gathered to analyze relationships between people, events, and their environment. - Natural sciences, a primary source could be defined as a report of original findings or ideas. These sources often appear in the form of research articles with sections on methods and results. Using primary source is very important and essential for the author, yet, if there is no such possibility the author should use secondary and other historical sources with great care and accuracy to make everything look like historical fiction. Link is here --- http://en.wikipedia.org/wiki/Primary\_source Speaking of visual art, I may suggest another field as in PC games. I am a great fan of Nancy Drew books, movies, series and PC games. Link is here --- http://en.wikipedia.org/wiki/Nancy\_Drew All the plot and time settings are done with great care and imagination using detailed description of some interesting historical and common facts. I have found a few interesting things about the surrounding meanings and have found a few historical sources in the game, for example: - Game #5 – Nancy Drew: The Final Scene – there is a slight mention of the The Musée Grévin , is a wax museum in Paris located on the Grands Boulevards in the 9th arrondissement on the right bank of the Seine, at 10, Boulevard Montmartre, Paris, France. Link is here --- https://en.wikipedia.org/wiki/Mus%C3%A9e\_Gr%C3%A9vin - Game # 7 – Nancy Drew: Ghost Dogs of Moon Lake – the main character was a real person, a gangster named Mickey Malone who lived in the late 1920s when Prohibition ruled. Link is here --- https://en.wikipedia.org/wiki/Vivian\_Burnett\_Whitmore Link is here --- https://en.wikipedia.org/wiki/Prohibition - Game #1 - Nancy Drew: Secret of the Old Clock, there mentioned the "Deer Mountain Resort", the very name that had been used in the “Haunted Bridge” book. There is a manor “Two Elms” being mentioned in “The Hidden Staircase”. Titusville is a real place, in Florida. Link is here --- http://en.wikipedia.org/wiki/The\_Hidden\_Staircase Link is here --- https://en.wikipedia.org/wiki/Titusville,\_Florida - Game #14 – Nancy Drew: Danger by Design, here we can see some peculiar descriptions of the environment, as in the door knob on the mill is in the middle of the door, and it is no mistake, because in France most of the door knobs really are in the middle of the door. Police sound effects on the background of the scene are done in such a way to match the real Police sounds differing from the USA Police sound. Link is here --- http://en.wikipedia.org/wiki/Nancy\_Drew:\_Danger\_By\_Design Nice and accurate combination of primary historical sources and up-to-date technologies to create interesting and challenging games.

  Редактировать контрольное задание

Комментарии

Видимый для однокурсников



Начало формы



Конец формы



**Lynette Collins**19 дней назад

Thank you. Nancy Drew was one of the few series I read when I was a "tween"..



**Prasolova Svetlana Igorevna**месяц назад

Kristen Johnson, thank you. Wikipedia is the source where I found info for the primary source.



**Prasolova Svetlana Igorevna**2 месяца назад

lawrence g williams, thank you very much



**Prasolova Svetlana Igorevna**2 месяца назад

Michelle Hammond, thank you very much.



**Michelle Hammond**2 месяца назад

This was great!- I've played those Nancy Drew games on the computer and always enjoyed the historical facts that usually surround each of the storylines. You did a wonderful job of putting the significance of primary resources into the context of historical fiction by applying it to something so modern as those PC games. Great work!



**lawrence g williams**2 месяца назад

I think a book addressing the things you've outlined would be a very interesting and useful tool.