

## Micro-Paper 28: *[Gaming] Fan Fiction*

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### Defining the Term

Fan Fiction refers to a particular literary genre, usually produced on the Internet and written by fans about their favorite media, pop cultural icons, films, movies, or TV shows. Such texts often extend the plotline of the original series, explore relationships between characters, and/or expand the timeline of the media by developing prequels and/or sequels of sorts.

Although very few works have been written about the history of Fan Fiction, some studies have traced its origins back to the 1960's, specifically in the Science Fiction genres, and in particular related to series like Star Trek.

In recent years, with the advent of more complex storylines in videogames, the Fan Fiction genre has begun to extend to gaming communities, who are using this genre to propose alternate storylines to those offered within and around the games.

### Connecting it to LSLP

One of our concerns at LSLP is how different literacy practices in second languages emerge in diverse contexts. In the context of our gaming literacies research, our ongoing inquiries showed the emergence of Fan Fiction in the ways in which how gamers use language. This has become evident both in their games and the different communities and subsequent media with which they interact.

The project has then considered pursuing a deeper inquiry about Fan Fiction after noticing how broad the concept

and its implications are, since it can be, in some instances, unrelated to gaming communities but rather connected to diverse fandoms and online communities, also being a much unexplored field from the perspective of Language Exchange and Language Learning.

### Expanding Second Language Research

Fan Fiction has grown to be a very popular online culture based literature genre thanks to Internet sites like Fanfiction.net. In this website, for example, thousands of people from all across the world in several languages send their writings to be shared and read by all those interested in the online community.

Expanding the growing body of research on Fan Fiction to the gaming practices and communities, we argue, can provide a great deal of input about how processes of language exchange, language interaction and second language usage are currently taking place all over the world.

### References

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