02. English

Northeastern State University
Abstracts from the 2015 Oklahoma Research Day
Held at Northeastern State University

04. Liberal Arts

02. English

04.02.01 Press Releases: Creating Buzz

Julie, Nguyen  Cameron University

Over the years, the Lawton Public Library has contributed to the Lawton Community. The library puts on various programs for a wide range of people. For young adults, the Lawton Library hosts a variety of events including game nights, teen book readings, art competitions, and craft events. For younger children, the library provides storytelling, arts and crafts, and movie nights. The Lawton Library is a cornerstone in the Southwest Oklahoma. This poster and presentation will discuss my experiences writing press releases for the library as well as how the press release itself continues to serve as a vital genre for nonprofit organizations. As Lehtimaki, et al (2011) suggest, the traditional press release is often the only way to disclose essential information to intended audiences and have the unique benefit of being able to be read in a variety of media and platforms, including newspapers, radio, and websites. Further, as Graube, et al (2010) suggest, the press release serves a “gatekeeper” function for an organization often only inviting participation by particular groups. The poster and presentation will show how press release writing for the Lawton Public Library validates much of the current research concerning the press release genre.

04.02.02 Edutainment: Tangential Learning in Video Games

Katherine, Johnson  Cameron University

Objective: To highlight and promote the use of video games as a medium for learning, via tangential learning. Thesis Statement: Video games [including those for entertainment] are full of educational, real-world value as well. Video games can be used as a medium for education for all age groups via tangential learning. Methodology: Surveys, interviews, hands-on research, and academic research. Findings: My hypothesis is true; video games [even those – and I’d even say especially those for entertainment purposes] are incredible teaching tools, via tangential learning, due to game developers taking inspiration from real-world things; history, literature, science, mythology, etymology, religion, and so much more.
04.02.03  Felix Culpa in Sir Gawain and the Green Knight: Why Gawain and his Troth Were Always Meant to be Broken

Morgan, Sorrell  University of Central Oklahoma

This paper analyzes the difference between "play" and "game" in the trials of Sir Gawain and the Green Knight. In this paper, "play" will refer to the mock fights the knights of Arthur's court engage in, while "game" refers to an orchestrated series of tests that Gawain must overcome. Questions about this poem often debated by scholars are if Gawain sinned by keeping the girdle, if his confession that excluded said "sin" counted, and if he could have theoretically won by giving up the girdle. The purpose of this paper however, is to prove that these questions are a moot point because the games that Gawain took on were designed to cause his failure. Thus, the conclusion is that Gawain never could have succeeded, as the moral lesson of the poem is felix culpa—a fall with a grander design in order to teach humility to both Gawain and the reader.

04.02.04  Coquetry in Courting

Emily, Davis  East Central University

From the first early American novel concerning courting and the tragedy of unrequited young love to the diary of a young man committed to finding love by jumping through all the right hoops, "Coquetry in Courting" journeys through the courting rituals of the late 18th century and early 19th century noting the similarities and highlighting the differences that time period play in the development of young love. This paper considers both fictional literature (Hannah Webster Foster’s The Coquette) as well as firsthand accounts of a journey through changing courtship rituals and phases (diary entries from Isaac Mickle from the age of fourteen to the age of twenty two). By focusing on the importance of letter exchange and intimate interpersonal relationships, enhanced by written communication, "Coquetry in Courting" showcases both the struggle and the victory that young romantics endured and often experienced during their teenage years and often times their early twenties. As forty years pass between the time period of Foster’s novel and the documented start of Isaac Mickle’s courting experience, readers see Mickle encountering new challenges concerning courting which Foster’s characters did not encounter in The Coquette. Though the struggles are not the same, both stories of youth pursuing both romantic love and sensible love spark interest in whether love is a concept which is eternal or whether the meaning of love changes with

04.02.05  Comparative analysis of Dictyostelium discoideum and Myxococcus xanthus

Carrie, Vega-Hughes  Northwestern State University

Evelina is an epistolary novel about a seventeen year-old girl from the English countryside thrust into the high society of London. Evelina's only means of navigating society, successfully, is to learn all of the manners of which to conduct herself properly and avoid scandal. Along the way, many of the supporting characters are terrible examples for Evelina. She is able to comment on their bewildering behavior and work out why their breach of manners is so unbecoming and inappropriate. This poster will take a look at five examples when manners were breached in the novel, and compare and contrast the relevance of those manners in today's society from the results of a campus wide poll. The quantitative data will come from a survey the author has provided to all levels of college students at Northwestern Oklahoma State University. The survey results will be broken down by age, gender, and college-level classification (i.e. freshman, sophomore, junior, senior).