

## The Road to Literacy

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### Abstract

Incorporating numerous concepts discussed by rhetoric and literacy scholars, *The Road to Literacy* asserts technology's ability to facilitate literacy through unconventional means. A multimodal allegory for literacy concepts such as social theory, primary and secondary discourse, and literacy sponsors, this original role-playing game immerses audiences in symbolic narratives that coordinate visual, verbal, and sonic rhetorics to illustrate how technology both supplements and deters social injustice. Elaborating upon these theories, *The Road to Literacy* establishes an interactive critical literacy that demonstrates a strong relationship between technology and literacy as audiences assume the role of the main character. In-game, players engage primary and secondary discourses to build an identity kit that optimizes game functionality—a metaphor for societal function according to social theory. In conjunction with the game itself, the accompanying user manual—a common genre in gaming—complements my arguments while showcasing professional technical writing capabilities.

Alexander Dieguez is an undergraduate student at the University of Central Florida (UCF) pursuing a degree in Health Sciences and another in Writing and Rhetoric. His extensive experience includes biotechnology research, technical communications, industrial engineering, and emergency medicine. As the president of UCF's Writing and Rhetoric honor society—Pi Epsilon Pi—and the Vice President of the Student Health Advisory Council (SHAC), Alexander continues to optimize the UCF experience through leadership and global improvement.