# Game play 2 – The Wanderer

Monday, 21 October 2019, 8:30-10:00, 70 minutes

Students present: Ivanina, Fikret, Gabriela, Gergana, Dalia, Zahari, Kamelia, Natalia

Students completed a quiz on the passage.

Game:

1. Fikret (story) Offers a brief summary of the story told by the poem. Admits to have difficulties to unravel the plot. More particularly in understanding who is who and who speaks. 4 points

2. Kamelia (storyteller=story) There are two types of narrators – 1st person and 3rd person. Not sure how many speakers/voices because the 1st person narrator is referred to as the wanderer first and then as the wise man. The 3rd person narrative frames the story told by the 1st person and reflects upon the ideas expressed there. 4 points

3. Gabriela (place=story) There are several places in the world of the poem. There is the freezing sea, the space of the happy memories for the lost times, the abstract space of worrying about the fate of mankind, the imagined space of heaven behind the wondrous wall. 4 points

4. Ivanina (curious ideas=place) There is a vivid description of all the troubles and disasters that lie in store for men, which is juxtaposed to the Christian idea of bliss and eternal life in Heaven. 4 points

5. Maria (time=story) The temporal framework of the poem is complex – there is a present moment of unhappiness and hardship, memories of a happier past, a timeless place of abstract reflections about the fate of mankind, and a hope for eternal happiness in the future, a future that stretches beyond death and takes the form of the Christian idea of Heaven. 4 points

6. Dalia (relationship=storyteller) There are two theories: the story told by the 1st person voice existed on its own and the 3rd person voice was added later; the poem was composed as it is now and the switching between the two voices is a narrative strategy. 4 points

7. Gergana (curious words=storyteller) There is a dense use of kennings, which is stylistically similar to what we know from Beowulf. It looks that this is a consistent feature of Old English poetry. 4 points

8. Fikret (pattern=storyteller) The narrative of the poem develops from actual, physical experience – to generalization and meditation about all humanity, as well as to Christian ideas and peace of mind. 4 points

9. Kamelia (pattern=pattern) To develop Fikret’s idea – the 3rd person voice frames the story, analyses and interprets the experiences presented by the 1st person one, as well as finally puts the whole poem into a Christian perspective. 4 points

10. Gabriela (symmetry=pattern) There is a symmetrical pattern in the life of the Wandered a happy life with his lord and in community, unhappy, difficult and lonely life now, hope for a regained happy life in Heaven, not on earth. 4 points

11. Maria (problem=symmetry) This is the main problem of the Wanderer – he cannot go back to this happy past in life, so he hopes to do this after death. 4 points

12. Natalia (symmetry=problem) The symmetry of hope, lost hope and regained hope makes death look less frightening, less of a problem. 4 points