Article Citation	What is the author's purpose for writing this piece? What need or gap is this research filling? How does the author introduce the topic and its relevance?	What larger conversation is the research part of? What literature or authors does the author cite? What are some of the key topics or ideas in discussion among these sources?	What methods does the author use to collect and analyze data? What seem to be important data points? How are the data analyzed?	What are the author's main and supporting arguments? What data are used to support them? How do these support the main argument?	What conclusions does the author draw? What is the significance of their findings? Do they call for action or further research?	What makes this a credible & relevant source for my research? What are the author's qualifications & motivations? How does this contribute insight into to my line of inquiry?	How does this article compare to other articles I'm using? What terms, information, methods, and/or arguments are similar?	How does this article differ from other sources? What new information does this article provide?
Fiadotau, Mikhail. "Dezaemon, RPG Maker, NScripter: Exploring and Classifying Game 'Produsage' in 1990s Japan." *Journal of Gaming & Virtual Worlds*, vol. 11, no. 3, 2019, pp. 215–230. *Intellect Ltd.*, https://doi.org/10.1386/jgvw.11.3.215_1.	To explore how game development tools in 1990s Japan, such as RPG Maker, enabled hobbyist game creation. His research fills a gap by focusing on non-Western game produsage and examining game development before the modern indie game movement. He highlights the tension between media democratization and corporate control, framing game creation tools as both empowering and restrictive within	Discussions on *produsage*, media democratization, and the tension between creative freedom and corporate control in digital game creation. He cites Axel Bruns (on *produsage*), Ian Bogost (on game engines' artistic limits), and Frelik (on non-normative gaming practices) to highlight how game engines shape user creativity. Central topics include the role of user-driven production, the historical	Qualitative methods, focusing on case studies of three game development tools and incorporating historical research to analyze their technical features, licensing, and user communities. Key data points include the level of customization, user control over game distribution, and the role of communities in extending tool functionality. The data are analyzed within a two-axis	Main argument is that game development tools enabled hobbyist game creation through varying degrees of creative freedom and distribution control, highlighting the diversity of *produsage* practices. The constraints imposed by licensing and tool functionality shaped the games produced and user communities extended the capabilities of tools like RPG Maker. Data such as technical restrictions, licensing models	Concludes that game development tools reveal a diverse spectrum of *produsage*, where creative freedom and distribution control varied widely based on technological, cultural, and corporate factors. The significance lies in showing how hobbyist game creation thrived despite constraints and how local contexts, like Japan's console dominance, shaped creative practices differently from the West. Calls	Credible due to its publication in a peer-reviewed journal (*Journal of Gaming & Virtual Worlds*). Mikhail Fiadotau, is a lecturer at Tallinn University specializing in game production, digital learning games, and gaming communities, with relevant experience in Japanese culture and hobbyist game development. This article contributes valuable insight into the historical and regional factors	Like *Social Videogame Creation*, examines game-making communities, but differs by focusing on historical and regional aspects of game produsage. It aligns with *Game Engine Conventions* in discussing engine constraints, but lacks the focus on subversion and metacommentary.	It introduces a typology of produsage, categorizing different levels of user control and creative freedom in game engines, and highlights Japan's unique hobbyist game development history.

	specific cultural contexts.	evolution of game engines, and the influence of local contexts and community contributions on game development practices.	framework measuring expressive freedom and distribution control.	and community-driven expansions support these arguments by demonstrating how tools both enabled and restricted user creativity.	for further research into regional and historical contexts of game creation to uncover hidden influences on current development tools and practices.	influencing game creation, making it relevant to my analysis of the translingual/multicultural nature of scripting in RPG Maker VX Ace.		
Fiadotau, Mikhail. "Game Engine Conventions and Games That Challenge Them: Subverting Conventions as Metacommentary." *Replay 1*, vol. 3, 2016, pp. 47-65. Tallinn University. http://dx.doi.org/10.18778/2391-8551.03.03.	Explores how game developers challenge the conventions of consumer-grade game engines like RPG Maker, using their limitations as creative expression and metacommentary. Fills a gap in game studies by examining how communities push engine boundaries, influencing both tool evolution and user expectations. The topic is introduced through the rise of accessible game engines and their impact on indie gaming, highlighting the tension between creative	Part of the broader conversation on participatory culture, platform studies, and digital creativity, focusing on how users engage with and modify game engines beyond their intended design. The author cites works from scholars like Ian Bogost on game engines as regulatory platforms, Henry Jenkins on participatory culture, and Donna Haraway on the relationship between tools and myth. Key topics include how game engines shape creative	Uses autoethnography (yeah I learned a new word), drawing from personal experience as a hobbyist game developer to examine how communities interact with game engines. Important data points include examples of unconventional game engine usage, community discussions, and specific user contributions that challenge established norms. The data are analyzed qualitatively, focusing on how these experiments serve as	The main argument is that subverting a game engine's conventions serves as a form of metacommentary, pushing creative boundaries and influencing both the tool and its community. Supporting arguments include the social benefits of technical ingenuity, the role of experimentation in shaping game engine capabilities, and how challenging constraints can lead to innovation or even new tools. The author supports these	Concludes that pushing the boundaries of game engines functions as a metacommentary on their limitations, enriching both the tools and their communities. The findings highlight how creative subversion fosters innovation, challenges assumptions about tool use, and contributes to the evolution of game engines. While no direct call to action is made, the author suggests further research on how these practices connect to	Credible and relevant because it is a peer-reviewed academic study analyzing game engine communities, specifically including RPG Maker, and how developers challenge engine constraints. The author, Mikhail Fiadotau, is a researcher in media innovation and digital culture with a focus on game development communities. The study contributes to my research by exploring how scripting conventions evolve, how user experimentation	Explores how developers challenge game engine constraints, similar to *Dezaemon, RPG Maker, NScripter* and *Social Videogame Creation*, which examine community-driven adaptation and produsage. Like *Rhetorical Code Studies* and the *Cloud Services API* study, it considers how code structures both enable and limit creative expression, with developers subverting these constraints to reshape gameplay and game-making practices. Across	Differs from others by focusing specifically on how subverting game engine conventions serves as metacommentary, rather than just examining game creation tools or community engagement. Unlike *Dezaemon, RPG Maker, NScripter* and *Social Videogame Creation*, which emphasize game-making communities and produsage, this study highlights intentional resistance to engine limitations as a rhetorical act.

	freedom and engine constraints.	expression, the role of online communities in defining tool usage, and how subverting technical constraints serves as both innovation and metacommentary.	metacommentary on game engine limitations and contribute to broader cultural and technological discussions.	points with autoethnographic examples, case studies of unconventional game projects, and community interactions, demonstrating how these acts contribute to both individual recognition and broader tool evolution.	broader trends like modding, homebrew development, and digital media remixing.	impacts engine design, and how communities influence the functionality and perception of tools like RPG Maker VX Ace.	all sources, the central theme is that game engines influence creation, but users actively redefine their limitations through scripting, modding, and unconventional design choices.	Offers a more theoretical perspective on how engines shape—and are reshaped by—developer intent.
Schatten, Markus, Igor Tomičić, and Bogdan Okreša Đurić. "Towards Application Programming Interfaces for Cloud Services Orchestration Platforms in Computer Games." *Proceedings of the Central European Conference on Information and Intelligent Systems*, Oct. 2020, pp. 9-14, Faculty of Organization and Informatics, University of Zagreb.	Aim to explore how cloud services orchestration can enhance game server architectures, particularly for games like MMOs (Massively Multiplayer Online games) and streamed experiences. They identify a gap in research regarding the use of microservices orchestration in game development and provide proof-of-concept API implementations for game engines,	Part of the discussion on game engine architecture, microservices, and multi-agent systems in game development. The authors cite Fowler and Lewis (2014) on microservices, Khan (2017) on container orchestration, and Walker (2020) on game server architectures, among others. The key topics include distributed computing for games, orchestration frameworks (e.g., Kubernetes),	Use technical implementation and experimentation as their primary method, developing four proof-of-concept API integrations in Godot, RPG Maker, Ren'Py, and Blender Game Engine. They assess each engine's networking capabilities and modular design to determine how well they integrate with microservices. The data is analyzed qualitatively by demonstrating API feasibility and how effectively these	Main argument is that containerized microservices orchestration platforms can significantly improve game server architecture by providing modular, scalable, and easily maintainable solutions. Supporting arguments include (1) most game engines already have networking capabilities that make them compatible with these orchestration systems, (2) microservices	Conclude that game engines and orchestration platforms can work together effectively, allowing for better scalability, automation, and modularity in game development. They emphasize that most engines already have the prerequisites for these integrations and provide example implementations to prove feasibility. They call for further research into standardizing APIs for game	This article is highly relevant to my research because it examines how APIs should be structured for integrating modern cloud-based services into traditional game engines like RPG Maker. The authors are researchers from the University of Zagreb's Artificial Intelligence Laboratory, lending credibility to their expertise in game technology, AI, and distributed computing. Their findings provide insight into how	Unlike the other articles, this one is highly technical, aligning most with *Rhetorical Code Studies* in its focus on software architecture. However, while *Game Engine Conventions* and *Social Videogame Creation* analyze how developers push engine limits, this article explores how APIs can extend game engines to cloud-based services.	It introduces practical API implementations for game engines, including RPG Maker, and highlights how cloud computing can improve scalability and modularity in game development.

	including RPG Maker. The topic is introduced by discussing the shift from monolithic game architectures to scalable, modular, and cloud-based solutions, emphasizing the need for APIs to integrate these systems.	and API integration in game engines to support cloud-based services.	engines interact with cloud-based orchestration services.	improve fault tolerance and scalability, and (3) multi-agent architectures help organize game logic and AI more efficiently. These claims are supported by API implementation examples that showcase how existing engines can integrate cloud-based services.	engines and propose the development of a hybrid AI-focused orchestration platform as part of their ongoing research.	script layouts should accommodate API-driven interactions and modular networked services.		
Clarke, Samantha, et al. "Gamifying the University Library: Using RPG Maker to Re-Design Library Induction and Online Services." *Proceedings of the European Conference on e-Learning*, 2018, pp. 721-725, Coventry University.	Aim to explore how game-based learning, specifically through RPG Maker, can improve university library induction by making it more engaging and accessible. They address the challenge of low participation in traditional library inductions, proposing a gamified alternative that can also serve distance and online learners. The topic is	This research contributes to discussions on gamification in education, digital learning tools, and library engagement strategies. The authors cite Garris, Ahlers, and Driskell (2002) on game-based learning motivation, Arnab et al. (2013) on serious games in education, and Connolly et al. (2012) on empirical evidence supporting game-based	Use design-based research, developing a proof-of-concept RPG Maker game that replicates the Coventry University Library space and integrates learning objectives. They map real-world learning outcomes (e.g., locating study areas, accessing digital resources) to game-based objectives, ensuring alignment with pedagogical	Gamification using RPG Maker can make library inductions more engaging, accessible, and effective, especially for remote learners. Supporting arguments include (1) RPG Maker's ease of use and visual representation of real spaces, (2) the success of game-based learning in other educational contexts, and (3) the potential to reduce staff workload while improving	Conclude that RPG Maker is a viable tool for library gamification, providing a playful, interactive alternative to traditional induction methods. The next step is to trial the game with incoming undergraduate students and conduct a mixed-methods study to assess its effectiveness. They call for further research on game-based learning's long-	Relevant to my research, as it demonstrates how RPG Maker's structure can be used for non-traditional purposes. The authors are affiliated with Coventry University's Disruptive Media Learning Lab, indicating expertise in educational technology and gamification. Their work provides insights into how RPG Maker's scripting and	This study, like *Social Videogame Creation*, focuses on RPG Maker as a tool beyond traditional game development, but differs by applying it to education rather than community-driven produsage. It also shares themes with *Game Engine Conventions* in using RPG Maker unconventionally, but without a focus on subversion.	It provides a case study on gamifying education, showing how RPG Maker can simulate real-world spaces for interactive learning and serve non-gaming functions.

	introduced by discussing changing expectations in university libraries, emphasizing the shift toward interactive and student-centered learning experiences.	learning. Key topics include game-based engagement strategies, alternative learning models, and how gamification can enhance accessibility and information retention.	goals. The data will be analyzed through student feedback and mixed-methods research after the game's trial phase.	student engagement. These claims are supported by game design methodology (LO-GO mapping), learning theories, and prior research on gamification.	term impact on information literacy and student engagement.	event systems can be adapted for interactive learning experiences beyond traditional RPGs.		
Owens, Trevor. "Social Videogame Creation: Lessons from RPG Maker." *On the Horizon*, vol. 19, no. 1, 2011, pp. 52-61. Emerald Group Publishing.	Examines how RPG Maker communities serve as digital learning environments, where young people develop technical and creative skills through game design. The study addresses a gap in research by focusing on web forums as informal learning spaces, highlighting how participants self-organize into roles such as scripters, artists, and designers. The topic is introduced by discussing how online communities scaffold users	This research is part of the broader discourse on digital literacy, online learning communities, and participatory culture. The author cites Gee (2004, 2009) on situated learning, Ito et al. (2010) on youth digital engagement, and Squire and Giovanetto (2008) on game-based learning. Key topics include new literacies in digital spaces, the role of web forums in media production, and how game creation fosters	The study employs qualitative methods, including surveys, interviews, and discourse analysis of RPG Maker forums. Key data points include survey responses from 80 participants, forum structure analysis, and case studies of community members learning scripting and game design. The data are analyzed using situated learning theory and identity formation models, examining how	RPG Maker communities function as rich learning environments, where users gain technical, artistic, and collaborative skills through participation. Supporting arguments include (1) the forum structure facilitates distinct production roles, (2) game-making serves as an entry point for programming and digital literacy, and (3) peer critique and collaboration drive learning and skill development. These claims are	The author concludes that web forums can effectively support digital learning, offering structured yet flexible spaces for knowledge exchange. The study suggests that educators and software developers should consider designing online learning environments that mirror RPG Maker communities, promoting role-based participation and self-directed learning. Future research could explore how different web	Relevant to my research, it explores how users engage with scripting, game logic, and community-driven development. The author, Trevor Owens, is an Information Technology Specialist at the Library of Congress and a researcher on web communities and digital learning, lending credibility to the study. The insights provide a framework for understanding how scripting roles and collaborative coding evolve	Like *Dezaemon, RPG Maker, NScripter*, this article examines community engagement and learning within game engine spaces, but focuses specifically on how RPG Maker communities facilitate digital literacy. Unlike *Game Engine Conventions*, which explores subverting constraints, this study highlights collaborative learning and role distribution in game-making.	It reveals how RPG Maker forums function as informal learning spaces, where users develop scripting, art, and design skills through collaboration and feedback.

	into deeper engagement with digital production.	programming and design skills.	users develop expertise through peer feedback and collaborative projects.	supported by user testimonials, forum participation trends, and discourse analysis of interactions.	platforms influence digital skill acquisition.	within RPG Maker forums.		
Brock, Kevin. *Rhetorical Code Studies: Discovering Arguments in and around Code*. University of Michigan Press, 2020.	Explores how code can be analyzed as a rhetorical artifact, arguing that software development involves implicit persuasion and meaning making. Fills a gap by merging rhetoric, software studies, and critical code studies, providing a framework for understanding how code conveys arguments. The topic is introduced by examining high-profile software incidents (e.g., WannaCry, Heartbleed) and their rhetorical implications.	The research contributes to digital rhetoric, software studies, and technical communication, focusing on how programmers communicate through code. The author cites Hayles (2012) on technogenesis, Gillespie (2014) on algorithmic culture, and Lanham (2003) on tacit persuasion in digital environments. Key topics include algorithmic logic as rhetorical practice, software development discourse, and the social construction of meaning in code.	Brock employs rhetorical analysis of software code and programming discourse, using case studies of Mozilla Firefox and OpenSSL. Key data points include developer discussions, code structures, and patch implementations that reflect rhetorical decision-making. The analysis focuses on how developers justify, debate, and persuade others through their code and documentation.	Code is an inherently rhetorical medium, shaping both developer interactions and user experiences. Supporting arguments include (1) software development is a persuasive act, as code must convince both machines and humans, (2) rhetorical strategies influence coding decisions, shaping maintainability and collaboration, and (3) open-source projects highlight how communities negotiate meaning through code.	Brock concludes that code should be studied as rhetoric, emphasizing its role in shaping technological discourse and knowledge production Calls for further integration of rhetorical studies into software development, encouraging researchers to explore how programming languages and frameworks shape communication. Future research could expand into AI-driven code, automated decision-making, and ethical considerations in algorithmic design.	Highly relevant to my research, as it explores how code structure and conventions shape meaning and usability. Kevin Brock is a scholar in digital rhetoric and technical communication, lending credibility to his analysis. His work provides insights into how scripting conventions in game engines influence both developer collaboration and player interaction.	This book shares *Game Engine Conventions*' interest in code as a rhetorical medium, but applies that analysis beyond game engines to software and programming more broadly. Unlike *Social Videogame Creation* and *Gamifying the University Library*, which focus on game-making communities, it examines how coding practices shape meaning and persuasion.	It provides a rhetorical framework for analyzing code, showing how developers encode persuasive structures into software and how users interpret those structures.

				These claims are supported through case studies of Mozilla Firefox's development process and the Heartbleed bug.				