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Game technology participatory narrative

books vs games read - play character - avatars plot - mission setting - VIRTUAL WORLD author - game studio, nerds, gamers

google search violence in video games <https://www.sciencedaily.com/releases/2018/01/180116131317.htm>
University of York

The article says no evidence to support link between violent video games and behavior

ted talk gaming can make a better world: jane m

solve problems like hunger, climate change, people need to play more games

she argues that video games are collaborative in nature, and people right away trust you with a critical mission the missions are matched to your ability there's no sitting around she doesn't talk about the addictive nature of videogames

2 April 6

People in favour of video games: Brenda Romero ted talk - related to an exam question

Talks about a variety of games - Olympics (Hockey), baseball, Monopoly, AAA video games

She talks about how her daughter learned about the **middle passage** (black history slave trade), and how it brought an emotional response in learning, while her daughter came home from school not fully understanding the emotional impact of this significant historical event in American history

And other way that games can capture emotion in portraying different topics, relating to culture

- middle passage
- Irish roots, irish potato famine
- the Holocaust
- trail of tears (forces relocation of native people)
- Mexican kitchen workers (illegal immigration)

In terms of numbers, choose one event and see the scope of people impacted by the event: Trail of tears - hundreds of thousands of people relocated https://en.wikipedia.org/wiki/Trail_of_Tears

Holocaust - Millions of people

Brenda Romero believes that games can be used as a medium for understanding these historical events.

What if we were to make a game for a non University STEM student to understand how hard university is? Design one on the spot. How do you earn points?

1. Everything you do is given a rating from 0 to 4
2. You're not allowed to sleep
 - pokemon style - walk around do battles
 - a wild midterm appears - fight or run away?
 - you have 3 finals to do in 27 hours - go into MAXIMUM OVERDRIVE MODE
 - collect items - coffee, caffeine pills work like health kits
 - if you are caught cheating, you get hit with the BAN HAMMER
 - your sleep meter will always be low, but items like coffee and caffeine pills can bring up the sleep metre slightly
 - each 'week' you have certain objectives, and they are all timed. You get 7 or more objectives per week.
 - by random chance you are assigned a TA who is either amazing, or complete garbage. Your score on certain objectives are affected by the TA, even though you might have put in more work than another player
 - there are several non playable characters (NPC)s who you do not know the name of, but you frequently talk to them
 - just like TAs, you get assigned different professors, who will help you on your journey. Some are more helpful than others. Your mark might not directly depend on the professors, but the help they give have varying levels of usefulness
 - if your objective is part of the math department, your score is not relative to other players, which means everyone does poorly
 - in other departments, a thing called the bell curve boosts your score relative to other players
 - while you grind away, you look at your non STEM NPCs seem to be enjoying themselves
 - also you have to make money but also pay the university to continue studying

Kind of make it a narrative RPG game where you choose how the character develops by who the character interacts with and how.