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Road Map

Analog Games as Platforms

Analog Games Mediating Affect

Adapting Analog Games

Analog Games as Platforms

Material
Components

Rules and
Procedures

Players and
Social Context

Mediating Affect

- ❖ What is Affect?
 - ❖ “aspects of emotions, feelings, and bodily engagement that circulate through people and things, but are often registered only at the interface” – Anable, *Playing With Feelings*
 - ❖ Affect is interested in the interrelations between bodies
 - ❖ Affect operates with varying levels of intensity
- ❖ Analog Aesthetics
 - ❖ “[Board game] aesthetics, like the rules that structure their play, are essentially political in that they organize the relationship between the players. [...] For, if games structure play, so too do they structure feeling.” – Cole Wehrle
 - ❖ Affective Structuring “facilitates play through cueing and priming of certain emotional responses and the interpolation of certain relational subject positions in players” – Evan Lauteria

Intimacy

- ❖ “Intimacy is not itself a form of affect; rather it is more like affect’s own immanence – proximity, connection – a necessary precondition for certain affective states to bloom, especially those that have to do with other people. Affect happens in and through intimacy.” - Shaka McGlotten, *Virtual Intimacies*

Intimacy in Nyctophobia

- ❖ “Spelunking”
 - ❖ phenomenologically imprecise and disorienting encounter
- ❖ Touch produces intimacy
- ❖ Players occupy both narrative and ludic subject positions



Intimacy in Magic: The Gathering

- ❖ Instrumental Intimacy
- ❖ Aesthetic and Thematic play
- ❖ Social and Competitive play
- ❖ Encompasses an entire platform “ecology”



Adaptation and Remediation

❖ Remediation

- ❖ “The representation of one medium within another” – Bolter and Grusin, *Remediation*
- ❖ “a process of cultural competition between or among technologies.” - Bolter, *Writing Space*
- ❖ “new visual media... define themselves by borrowing from, paying homage to, critiquing, and refashioning their predecessors” – Bolter, *Writing Space*

❖ Adaptation

- ❖ “a relationship between two objects (the original and the adaptation) and a relationship between those two things and an entire realm of objects that press upon them.” – Cameron Kunzelman, “Subjectives and Affective Adaptations: Remediation and the Playstation 2 Videogame”

Hypermediacy and Immediacy

- ❖ Immediacy
 - ❖ Immediacy is the word for the desires of media objects and their viewers to animate the connections between those objects and the things they mediate
 - ❖ Erases the Gap between representation and object/Attempts full and purposeful mimicry
- ❖ Hypermediacy
 - ❖ Attempts to make the difference in mediums explicitly
 - ❖ Makes the gap very apparent



Spell Table
Immediacy



MTG: Arena



Shandalar

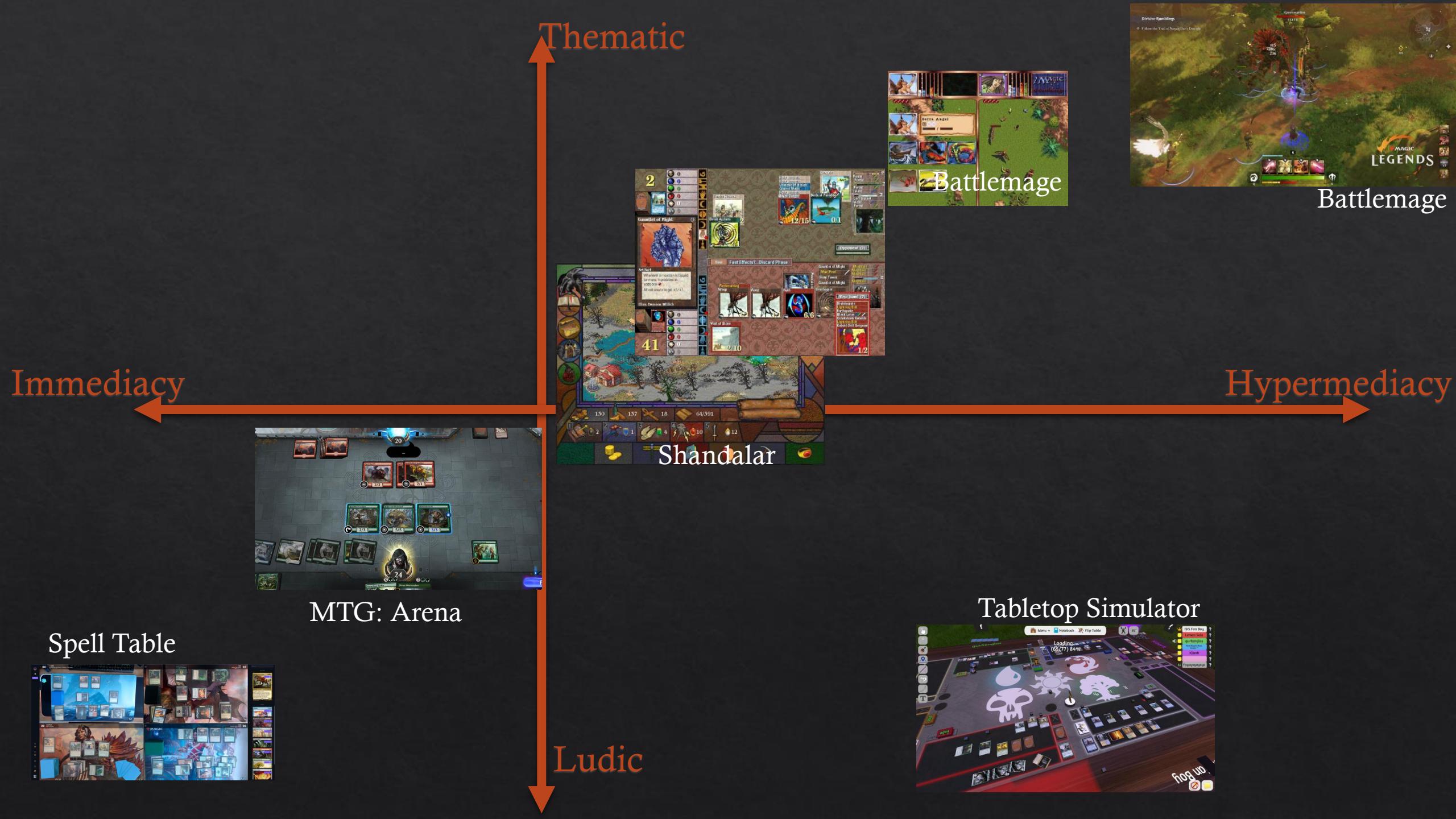
Hypermediacy



Tabletop Simulator

Affective vs Subjective Experiences

- ❖ Affective
 - ❖ “Replicates the particular feeling of [an object] rather than the specifics of it.”
- ❖ Subjective
 - ❖ “places players within a particular subject position based on immersion”
- ❖ Oscillating Subject Positions in Analog Games
 - ❖ Dual Subject position in Analog Games



Thematic

Immediacy

Hypermediacy

Ludic

MTG: Arena

Spell Table



Battlemage



Battlemage

Tabletop Simulator





~~BUN~~
Intimacy?