

This is a graded discussion: 15 points possible

due Oct 10 at 12:59am

## Week 7: Discussion 3: Game Typologies

9 10

### Game Dev Topic: "Game Typologies"

Participation in this discussion is required for this module.

Your participation is worth a maximum 15 points of your total class point score. In order to earn a full score of 15 points, you must post two or more times before this discussion closes.

#### A. This Week: Make your first post with your initial thoughts after doing all of the following tasks:

1. View the video "Aesthetics of Play - Redefining Genres in Gaming" by Extra Credits found at <https://www.youtube.com/watch?v=uepAJ-rqJKA> [\\_ \(https://www.youtube.com/watch?v=uepAJ-rqJKA\)](https://www.youtube.com/watch?v=uepAJ-rqJKA)



[\\_ \(https://www.youtube.com/watch?v=uepAJ-rqJKA\)](https://www.youtube.com/watch?v=uepAJ-rqJKA)

2. View the video "The Myth of the Gun - Why America Loves FPS Games So Much" by Extra Credits found at <https://www.youtube.com/watch?v=os3IWluGsXE> [\\_ \(https://www.youtube.com/watch?v=os3IWluGsXE\)](https://www.youtube.com/watch?v=os3IWluGsXE)



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In your initial post, address these questions:

- *Can you define a favorite game genre of yours using core aesthetics?*
- *What can you say about the cultural context of the game genre you defined?*

#### B. Next Week: Follow up with a second post.

Respond to your classmates' shared perspectives on the history of video games and what it means to be called a game.

*Be sure watch the videos before posting.*

### Optional

You may find the original paper referred to in the "Aesthetics of Play" video interesting. I recommend reading it to get a better understanding of game mechanics, dynamics and aesthetics:

["MDA: A Formal Approach to Game Design and Game Research"](#)  by Robin Hunicke, Marc LeBlanc, Robert Zubek

Extra Credits has an entire YouTube playlist on the topic of game genres found at [https://www.youtube.com/playlist?list=PLhyKYa0YJ\\_5B9CbWO0UkKqIJL8mJjAaOI](https://www.youtube.com/playlist?list=PLhyKYa0YJ_5B9CbWO0UkKqIJL8mJjAaOI) ([https://www.youtube.com/playlist?list=PLhyKYa0YJ\\_5B9CbWO0UkKqIJL8mJjAaOI](https://www.youtube.com/playlist?list=PLhyKYa0YJ_5B9CbWO0UkKqIJL8mJjAaOI))



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[Josh Barnard](#)


(<https://canvas.santarosa.edu/courses/33387/users/74662>)

Oct 3, 2018

my favorite game genre is strategy, particularly turn-based strategy (tbs) and real-time strategy (rts) games. In these genres I enjoy primary core aesthetics, Challenge, Discovery & Expression. I enjoy the Challenge of overcoming an obstacle and having to figure out the best ways to accomplish a goal. I like to discover new strategies, methods of play, and learning how a game works with all their little intricacies. And finally I like to create things with lots of little pieces all working together in-tandem ( such as factorio ).

America is not a country which loves simulation/strategy games, unless its with a gun. To my understanding the country which enjoys simulation/strategy games the most is Germany. I wish I understood the cultural context which makes the german people like simulation/strategy games more than americans, but if I had to guess it is probably due to their culture having more emphasis on social interactions, an industrious mindset, and a disdain for violence.


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<https://canvas.santarosa.edu/courses/33387/users/132439>  
Sunday

My favorite game genre is the first person shooter, what I like about it is usually the visuals of the game are good second is the kind of challenge with playing them making them because if you're making an FPS then you'll need to make the player immerse in the game world so that he feels he is really the hero by the way ever wondered why in most FPS's don't have main character dialogue that's the reason to it is that they want to make you feel like you're the main character.

The game play depends on the setting of the game for example in the first Call of Duty's campaigns its simple take gun shoot people progress the plot because its set in a real time that happened, but on the other hand you have games like Bioshock or Doom which involve lots of special ability and different ways of playing, oh and did I mention that you only see the gun and hands of your player.

 Reply



<https://canvas.santarosa.edu/courses/33387/users/107343>  
Sunday

My favorite game series is SoulsBorne which is usually called an action RPG. These games did at least three things to differentiate themselves from other RPGs:

- 1) reduced the narrative aspect of the RPG elements
- 2) made challenge a core aesthetic
- 3) added drop-in/drop-out multiplayer that integrates with the single-player campaign

The following aesthetics classify the SoulsBorne series (at least for me):

- **Fantasy:** the settings of these games are based on past eras; Dark/Demon's Souls on medieval, BloodBorne on Victorian. They also add impossible creatures and abilities on top of these settings. Dark'Demon's Souls added magic and a few non-human races while BloodBorne added blood arts, impossible mechanical weapons, beasts and Cthulhu-esc aliens.

- **Challenge:** These games all feature minimal tutorial areas. There are several developer messages that briefly explain basic mechanics and controls, and the rest is up to the player to figure out, with enemies and levels designed to expose them to deeper and more complex mechanics as they progress. Apparently Hidetaka Miyazaki was told the tutorial in Demon's Souls was too short, so he removed it. These games make the challenge of learning the game mechanics and even the individual mechanics of bosses and enemies a core aesthetic.

- **Expression:** While these games got rid of much of the narrative RPG elements like decision trees and relationships, they kept the RPG elements that define your character's abilities and play style. In this way, the expression in these and similar games is an extension of the fantasy aesthetic. They not only put you in settings and situations that you couldn't experience in real life, they also let you choose who you are in those scenarios and how you go about tackling challenges as they arise. There's also [f](https://darksouls3.wiki.fextralife.com/Fashion+Souls) [\\_a](https://darksouls3.wiki.fextralife.com/Fashion+Souls) [\(https://www.reddit.com/r/fashionsouls/\)](https://www.reddit.com/r/fashionsouls/) [s](https://imgur.com/r/fashionsouls) [\\_h](https://imgur.com/r/fashionsouls) [i](https://steamcommunity.com/sharedfiles/filedetails/?id=1435157335) [\(https://www.pcgamer.com/in-search-of-the-mysterious-dark-souls-fashion-police/\)](https://www.pcgamer.com/in-search-of-the-mysterious-dark-souls-fashion-police/) [o](https://www.giantbomb.com/dark-souls-iii/3030-49884/forums/fashion-souls-iii-show-off-your-ashen-heros-attire-1795192/) [\\_n](https://www.giantbomb.com/dark-souls-iii/3030-49884/forums/fashion-souls-iii-show-off-your-ashen-heros-attire-1795192/) [\\_n](https://darksouls.wiki.fextralife.com/Fashion+Souls) [\\_souls](https://darksouls.wiki.fextralife.com/Fashion+Souls).

Additionally, individual games from the SoulsBorne list emphasized some other aesthetics:

- Bloodborne added more of a **sensation** aesthetic with considerably better and more unique visuals and effects

- Dark Souls 2 emphasized the **competitive** aesthetic more than the others. It was the only one to have a dueling arena at release and it had far more balance patches and was the closest to balanced when patches stopped.

As for cultural influence, the settings are clearly historically inspired. Additionally, Dungeons and Dragons' influence can be seen extensively in every action RPG (and every RPG in a fantasy setting for that matter) that I've encountered, from mechanics to classes to creatures. Additionally, I think the Japanese view of martial combat can be seen in these games. They all try to keep the emphasis on melee combat even though bows and guns are in the games. The RPG mechanics of leveling specific aspects of your character (strength, intelligence) and leveling and customizing the properties of weapons (fire, poison) reveal a focus on your character's skill and on the uniqueness (as opposed to interchangeability) of their weapons.

Edited by [Will Lucic](https://canvas.santarosa.edu/courses/33387/users/107343) (https://canvas.santarosa.edu/courses/33387/users/107343) on Oct 7 at 7:04pm

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 [Moses Ost](#)<https://canvas.santarosa.edu/courses/33387/users/15167>

Tuesday

I believe one of my favorite genres, survival horror, is defined by the core aesthetics of sense pleasure (or intentional displeasure--frightening visuals designed to unsettle, jarring music, atmosphere), narrative (depending on the game, of course, but the narrative that unfolds is a prime factor in creating horror), and fantasy (or the opposite.) The fantasy comes from wanting to experience being scared without the danger.

Horror in particular is pretty universal--just about every culture produces it. The appeal is a pretty overarching, human thing. The specifics of the individual work of fiction don't vary much from culture to culture, either.

 [Reply](#)[Gregor Gonzales](#)<https://canvas.santarosa.edu/courses/33387/users/51207>

Tuesday

I have always been a fan of classed based first-person shooter games, where players have a choice of a variety of characters to help their team obtain the objective. I would say these types of games run on primarily two core aesthetics, fellowship and competition. Team work is a major factor in class-based games, it requires players to cooperate with each other and use characters and skills to overpower the enemy team. What fuels the team work is the competitive aspect of the games. Each player wants to win but, in most cases, they will not be able to take on the entire enemy team alone. They would need to strategize with their teammates to obtain the victory. Every player has a unique playstyle, and through class based games the player can build off of their strength. For example, if a player who prefers to help others plays a class-based game, they will often turn to a support class, meaning a class that is meant to boost team mates rather than cause a lot of damage.

 [Reply](#)[Lewis Jackson](#)<https://canvas.santarosa.edu/courses/33387/users/45309>

Tuesday

I find the games I'm the most fond of are first person shooters with a Sci-fi/fantasy theme, such as Destiny, Warframe, and Titanfall. Of course fantasy is among the primary core aesthetic of these games, where most of the backdrops are set in imaginative planets in a futuristic setting. Discovery is also a core aesthetic that defines games such as these, with interplanetary travel this gives designers the opportunity to create vastly different environments to be explored. Games like these also contain core challenge aesthetic that are derived from the movement mechanics and the environment that take advantage of these movement mechanics, such as wall running to avoid bottomless pits or any futuristic device that can be leveraged to help you traverse the terrain better.

I think it's interesting that "Extra credit" mentions the concept of the hero protagonist against the world and how that's a cultural reference to American nativity. Sci-fi/fantasy fps seem to take the a step further and represent a hero against the universe mentality. I think there is a universal fear of the unknowns and the potential threat that the universe presents but it's interesting that games like these still show a select group or minority against horde of aliens.

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[https://](https://canvas.santarosa.edu/courses/33387/users/48869)[William Cooper](#)<https://canvas.santarosa.edu/courses/33387/users/48869>

Tuesday

It's hard to choose a favorite genre, but two of my favorites are survival games and strategy games. I especially like survival games with a strong emphasis on aesthetics. Whether it be dystopian(This War of Mine)or dark but cartoony(Don't Starve), a good survival game will almost make you feel like you're there. Strategy games I like the random, emergent game-play. Every time you start up a game of Crusader Kings 2, for example, you're gonna have a different experience(and you truly haven't lived until you've had your wife assassinated so you could marry your cousin and consolidate your kingdom).

I think survival games are popular because people are fascinated by the extremes of the human condition, and games(and other entertainment mediums)allow you to experience that safely. Survival is huge in pop-culture. Hatchet, Castaway, "I Survived" are all good non-game examples.

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[Cameron Wager](#)<https://canvas.santarosa.edu/courses/33387/users/7945>

Wednesday

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Most of the games that i like to play would be RPGs, This would fit the fantasy aesthetic since you get to build your character how you would be in this world. It also has a sense of pleasure when a game can deliver on great visuals and sounds to accompany the overall gaming experience. There's also some challenges in these types of games, whether its trying to level up and become stronger or when trying to fight a particular enemy.

I feel like this type of genre is pretty well played around the globe. Everyone plays these games and its pretty easy to get into these games. There's Mass Effect or Fallout for players who like advanced tech and shooting. There's Dragon Age or Skyrim if people want mid-evil times game play. Or there's games like South park and the stick of truth that bring a combat and comedy side of play.

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[Greg Hughes](#)<https://canvas.santarosa.edu/courses/33387/users/63033>

Wednesday

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The only type of games I play nowadays are FPS (First Person Shooters) like Battlefield on Xbox. I could describe BF aesthetics as competition, fantasy and sense pleasure. I think that I started playing those games primarily because of how it stimulated my senses. The noise, the textures, and physics of explosions and shooting. As I continued to play, I think I developed more appreciation for the fantasy aspect, for instance, BF1 is based in WW1 and I found it very interesting learning about the battles that the maps were based off of.

I think the cultural context of FPS shooters is believed to be targeting people who enjoy being competitive, as that is a major aspect of the games. After all, you are shooting people. That being said, I think that all sorts of people are drawn to it because of the stimulation of senses, and as technology gets better so will our willingness to immerse ourselves in these games.

[Michael Rosenhahn](#)<https://canvas.santarosa.edu/courses/33387/users/48981>

Thursday

I have grown partial to MMORPGs. I like the larger worlds where I can run around and explore and they often have some Easter egg hiding to be found. The newer RPGs have greater character customization, so I can feel more like an individual than some cookie cutter avatar. There is also a greater range of challenges within the game other than the kill X number of critters. One game I had played had puzzles that needed to be solved to progress in the mission. There are also more players to interact with, either to socialize or to collaborate with in the game. Further more I like a game that has a story to it and not just mindless having some mindless task that does not add to the greater picture of why I am doing what I am doing.

What I think this may mean culturally for the people who like playing these types of games. They are the type of person who wants to feel like an individual with some freedom as to where they go or what they do. They also like feeling they are a part of a community and that they are a part of something larger than themselves. They also expect the world they are in to also be unique and changing so that they experience something new as they play.

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