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CS 1010 – Intro to Interactive Entertainment
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Module 2 - TIO: Design Discussion - Games and Video Games

1. As a potential designer, do you see yourself as an artist, an engineer, a craftsman, or something else? Why do you see yourself that way? – I see myself as more of an engineer. In the games that I have worked on, I feel most proud of my contributions when it comes to controlling a player's or enemy's movement or game physics in general, or the coding that goes into playing sounds and music. When putting time towards the art side of things and trying to create voxel or pixel art, I haven't felt the same sense of pride with the finished product.

2. Do you agree or disagree with the definition of a game? If you disagree, what would you add, remove, or change? - *Games are a type of play activity, conducted in the context of a pretended reality, in which the participant(s) try to achieve at least one arbitrary, nontrivial goal by acting in accordance with rules.* I think the only part of the book's definition of a game that I disagree with is the word 'play'. My mind immediately jumped to professional sports, where an athlete's livelihood is determined by the result of the game. In that context, the athlete would likely be better described as competing in a game instead of playing a game due to the more serious nature of the results.

3. We have defined gameplay strictly in terms of challenges and actions, leaving out the game world or the story. Do you feel that this is appropriate? Why or why not? – I feel that this is a vague enough definition to also include games that choose to either include or omit a story or vast world.

4. Why is it considered to be fair if one athlete trains to become better but it is not fair if he takes drugs to become better? What does this say about our notions of fairness? – Our notion of fairness is rooted in what a person or team can bring into the game without outside influence. Performance enhancing drugs would be something external to the person or team, and would likely be considered unfair.

5. We've listed only the most important things that computers bring to gaming. What other things can you think of? – Aside from augmented/mixed reality and artificial intelligence, computers can also bring a great deal of ease to gaming. I immediately thought of the board game *Risk*, where the setup of a physical board can be incredibly time-consuming. But playing the same game on a computer will do all the setup and give a player more time in the game without the additional work.

6. The list of ways that video games entertain people is only a beginning. What else would you add? – Education seems to be the other large factor that videogames can bring to people. The ease of access to materials as well as gamification elements can help create additional learning environments and opportunities.