GDIM 41 Notes

Collection of type setted notes from fall quarter of 2022 Games and Society

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Contents

Week 1

0.1   Offered Definitions:

0.1.1   Bernard Suits

- Games inherently are inefficient as a result of their rules

0.1.2   Salen and Zimmerman

- Games are systems that induce artificial conflict within the confinement of rules
    - There is a quantifiable outcome

0.2   Rules:

- The formal structure of games arise from rules
- Rules do not confine player's experiences
- Rules are not strategies
- Game rules are inherently artificial and disconnected from other social contexts (etiquette, law, war, etc.)

0.2.1   Characteristics

- Limit player action
- Explicit / Understood
- Fixed
- Binding
- Repeatable

0.2.2   Types:

From *Salen and Zimmerman*:

- Constitutive
    - Encapsulate core game logic
    - Do not necessarily indicate enforcement of rules
    - Ex. How chess pieces move
- Operational
    - "Rules of play"
    - The stuff you'd find in a game manual
    - Ex. Chess is played by 2 people, turn based
- Implicit
    - The "unwritten rules"
    - Concern the etiquette of the game

0.2.3   Representation

0.2.4   Geography

0.2.5   Time

0.2.6   Uncertainty

"Games allow us to encounter uncertainty in a non-threatening way" (Costikyan)

0.2.7 Number of Players

0.3 Dynamics

0.3.1 Game Balance

- Balance controls:

  - Difficulty (ex. Potentially dynamic or geography based)
  - Pacing
  - Fairness
  - Symmetry
  - *Illusion of Winnability*[1]

0.3.2 Flow

- Flow conditions:

  - *TODO: grab from slides*

Flow is not intrinsic to just games. Flow is a general principle that applies to many activities. Examples include surfing, coding, and of course games.

Week 3

0.4 Game Representation

Some basic elements of representation are concept such as perspective, dimensionality, type of play space, off-space, scroll direction, and exploration limitations.

0.5 The M.D.A. Framework

$$\text{Mechanics} \implies \text{Dynamics} \implies \text{Aesthetics}$$

Mechanics is the actual components of the game that define what players can do; *the rules* . **Dynamics** is the "run time" behaviour of the game. Aesthetics is the final experiential goal the designers have in mind for their players.

0.5.1 Types of Aesthetics/Fun

- **Sensation** - Games as a sensory or pleasurable environment

  - Can be real world tactile sensations or satisfying experience with physics simulations, etc.

- **Fantasy** - Games as make believe
- **Narrative** - Games as a drama or story
- **Challenge** - Games as an obstacle course
- **Fellowship** - Games as a social framework
- **Discovery** - Games as an uncharted territory to be explored and understood
- **Expression** - Games as self-discovery
- **Submission** - Games as a pastime

Notes

[1]https://book.huihoo.com/the-art-of-computer-game-design/Chapter6.html