# Project 1: Procedural Rhetoric: Annotated Bibliography

Harper, T. (2011, March 27). Rules, Rhetoric, and Genre: Procedural Rhetoric in Persona 3. *Games and Culture*. 1-19.

In this article, Todd goes over the different types of game rules, the rhetoric and genre theory to describe the game of Persona 3. They used Ian Bogost’s explanation of the Procedural Rhetoric as well. In the end, they find out how Persona 3 uses the methods of the Rhetoric and the narrative to present an ideological frame. They go over as well how the procedural rhetoric lets the identity categories stand and instead changes the system in which they operate in a simulation way. This is an important article as it exists to give more of an understanding of the process used in procedural rhetoric.

Treanor, M., Mateas, M. (2009). Newsgames: Procedural Rhetoric meets Political Cartoons. *DiGRA Conference*. 1-8.

In this article, the authors, Treanor and Mateas, go over how Newsgames came to be. Due to the video game’s rise in popularity, it is without a doubt that they have fallen into political and social categories. This is both good and bad in a way since the results can always be unpredictable. The authors mention how game developers use the and methods of Newsgames in response to the issues and events that take place. They mention as well that these types of games are the most direct when putting the Procedural Rhetoric into practice. There is also an example game mentioned of how a game showcases Procedural Rhetoric. This is an important article as it helps give more examples of how the rhetoric itself can be used effectively and gives more insight on Newsgames as a whole.

Sonic Frontiers (PC, Switch, Xbox, PlayStation) [Video Game]. (2022). Sega, SEGA of America, Sega Europe Limited.

Sonic Frontiers is a video game that was made by the Sonic Team and published by SEGA. Similar to the other Sonic related games, this one is also a platformer. In this game, Sonic and his friends take their adventures to the mysterious Starfall Islands. Different scenarios and outcomes to solutions come out the exploration of these islands. Sonic also picks up a few techniques as well. One of them being known as Cyloop. Cyloop is one of the main skills that are discussed in this section. This game and features are important when discussing about Procedural Rhetoric. They are important since they help describe what it does but never when it should or shouldn’t be used. This tells people that anything given to them has a reason for being created and not forgotten or unused. Due to how the islands are set up, it tells the player that the use of these new moves is required and without them, they would not be able to make it far through the game itself.

Fox, T. (2015) Undertale (PC, Xbox, Playstation, Switch) [Video Game]. Fox, T.

Undertale is a game created by Toby Fox. This game is a roleplaying game with the theme of making choices. These choices change how the game’s direction will go and even if those choices were reset, they have a chance to be remembered. This game ties in well with the Procedural Rhetoric as well. It does this by persuading the player to explore different options and see what happens. While it is encouraged at the beginning to be peaceful, that doesn’t say that the player can be peaceful if they want to. They could hurt others or try to take out every possible character in the game. It does this by giving different results to actions and remembering those actions as well. This tells the player that anything they do can change what the future will be like for them.

Overcooked 2 (PC, Xbox, Playstation, Switch) [Video Game]. (2018). Team17, Team17 Digital Limited.

Overcooked 2 is a simulation game in which focuses more on the aspect of cooking different types of food. In the game, the players go through different levels to create new dishes in a certain time limit. Due to the Onion King putting the kingdom in danger by reading a cursed book, it is required for the chefs to make as many different foods as possible to fight back the new threat which is the Unbread. The Unbread is a different form of a zombie apocalypse as most of the characters are not human. This game ties in well with the Procedural Rhetoric. How it does this is through different scenarios and since the game’s main focus is solely around teamwork. It also changes up the different types of kitchens and sometimes will prevent players from using the same position. For example, some of the kitchens prevent players from crossing over and due to having no way to jump across them as there is no jump button, those players are stuck to one side, but can throw their ingredients over to the other chefs. This persuades the players to work together through communication since without it, they will not be able to succeed in their overall goal. It also gives the best rating as well for possibly great amounts of communication.

Spleunky 2 (PC, Xbox, Playstation, Switch) [Video Game]. (2020). Mossmouth, Mossmouth, LLC.

Spleunky 2 is a platforming game in which builds up more content from its previous version. Not only having different types of outcomes to situations but encouraging more playthroughs even after reaching the goal. The main character is Ana who is the daughter of the explorer from the first game. Her goal is to find where her parents are missing in this sequel. The reason why this game ties in with the Procedural Rhetoric is because of how it encourages different persuasive ideas through the game’s mechanics. It persuades the player to keep going even after the goal is complete to find out more secrets and areas. It does this by allowing repetitive gameplay sessions that change each time the platform is reset back to the beginning. It also encourages more decisions to be made that can help out during the runs. This includes stealing from the shopkeeper and taking risks as taking risks can be rewarding and lead to more success.