Game: Flower

Reading: Values at Play in Digital Games

Throughout the game, one plays as a flower petal floating through the air, collecting more petals as they come in contact with flowers while filling the surroundings with colour. The relaxing visuals and use of motion controls provide a sense of flying freely through the air, just like how Aladdin had flown with Princess Jasmine on that iconic carpet ride. However, just like Aladdin (and some other movies), *Flower* hides a myriad of values within its short one-hour average completion time. These range from more obvious and values such as Environmental Health, to more subtle ones, such as Competition.

The first aspect where values at play are located is in the key actors, such as the developers and publishers. Thatgamecompany, the American game company behind *Flower*, was a team of six to nine people during its development period. This small team, however, had the backing of giant game publisher Sony Computer Entertainment. In fact, this was the second game out of a three-game contract. As a result, values of equality and accessibility would have to be considered, as in order for Sony Computer Entertainment to achieve its return on investment when publishing a short game with no microtransactions, it would have to appeal to a wide range of audiences. This can be seen in *Flower* from the lack of instructions or complex controls, instead using more intuitive motion controls to guide the flower petals along.